

Brandon Xavier Martinez

AUDIO ENGINEER

PROFILE

Audio engineer experienced in creating engaging content for broadcasting, music, and social media platforms. With the ability to utilize creativity and technical proficiency to produce high-quality audio content that resonates with audiences. And passion to create captivating experiences for listeners and drive engagement through innovative audio production.

CONTACT

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Hamburg, NY
[Portfolio Website](#)

EDUCATION

May 2023
Bachelor's of Science,
Audio/Radio Production
SUNY Fredonia
– Fredonia, NY

April 2021
Graduate Certificate,
Audio Arts
Full Sail University
– Winter Park, FL

May 2020
Associate's of Applied Science Degree,
Performing Arts in Music
Orange County Community College
– Middletown, NY

June 2015
Certificate of Career Studies,
Computer Aided Design
Orange-Ulster BOCES
– Goshen, NY

PROFESSIONAL EXPERIENCE

Co-Owner and Head Engineer
Deep Heights Recording Studio - Buffalo, NY
April 2024 – Present
Blending of technical expertise, business management, and artistic vision to help artists realize their sound:

- Work closely with artists, producers, and in-house engineers to capture their vision and sound.
- Conduct recording sessions, guiding musicians, and contributing their insights to achieve their best performances
- Edit, mix, and master tracks to deliver polished final products
- Balance monthly sales ledger and finances of overall business

Audio Visual Specialist
Unitarian Universalist Church of East Aurora - East Aurora, NY
October 2023– Present
Effective, high-quality operation of the audio visual system and technology including:

- Maintenance, troubleshooting, and improving the current system in use, and recommending avenues for improvement to raise the quality and the performance of each service
- Preparing and positioning audio, video and lighting equipment for best quality of live broadcast and recording
- Troubleshooting network connection when issues arise during use of wireless equipment and livestream

Production Services Technician
Seneca Gaming Corporation - Niagara Falls, NY
August 2023– Present
Involved in the set up, execution, and tear down of all events including comedy, meetings/seminars, and live musical performances:

- Assisted in the load-in and load-out of live bands and other entertainment areas such as audio, lighting, rigging, staging, backline and video.

Software Competencies

- Pro Tools
- Logic Pro
- DaVinci Resolve
- Reaper
- Izotope RX
- Dante Software

- Responsible for troubleshooting problems with theatrical equipment, including but not limited to audio, lighting, rigging, staging, backline and video.
- Operated theatrical equipment during live shows and other events including but not limited to audio, lighting, rigging & staging, backline and video systems.

Sound Editor/Engineer

The Force MDs Radio Show - Remote

August 2023– December 2023

Handled all sound production from raw recordings to edited down items for The Force MDs Radio Show:

- Edited and cut down hours of audio material from different sources, advertisement, and music into a cohesive and intelligible story for each episode
- Helped in the creation of the sonic signature of the show and workshop ideas that would enhance the listening experience
- Followed FCC Guidelines and complied with the audio standards of host stations during production process to uphold content quality of show

Music Producer/Audio Engineer

Blue Lagoon Studios - West Seneca, NY

May 2022– December 2023

In charge of in house production of instrumentals, beats, and samples to be sold in house to clientele. As well recording, mixing, and mastering:

- Created in house instrumentation and production to be used and sold
- Used professional plugins and other digital audio editing software to mix and master material to industry standard
- Oversaw rehearsals and track multiple instruments and vocals for bands

Studio Engineer

SGE Recording Studio - Buffalo, NY

June 2022– July 2023

In charge of studio calendar, recording clients materials, and other audio technician tasks including:

- Oversaw studio equipment maintenance and repair
- Made recommendations for new equipment and programs for production tasks
- Kept track of new trends within music, recording, mixing, mastering, and implement new processes and practices within the studio