

Aaron Morris

sound engineer

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<http://www.aaronmorris.org>

SKILLS

Strong understanding of the business of music, international copyright law, new media distribution and music marketing. Able to effectively communicate with both creative and business-focused personalities. Production planning, tracking, mixing, and mastering using large-format consoles, tape machines and Pro Tools HD. Comprehensive experience working with audio signal flow in both analog and digital formats. Ability to troubleshoot and fix technical issues in multiple software, hardware, and network environments.

EXPERIENCE

Producer, Tierra Studios, Houston, TX 2006-Present

As a sound engineer in a high-volume studio, I have gained significant experience in each phase of the recording process, including session management, tracking, editing, mixing and mastering. As a producer, I have planned, executed and delivered retail-ready products. As a creative director, I have simultaneously managed multiple album releases to coordinate the delivery of music, artwork, and publicity for print, Internet and radio.

Front of House Sound Engineer, New Hope Baptist Church, Austin, TX 2005-2006

I learned to excel at real-time, live mixing using a large-format analog console to manage inputs for a large band, orchestra, choir and soloists. My work improved the sound quality of church services for the audience of 1,500 people.

Sound Engineer, Aural Industries, Austin, TX 2004-2006

While tracking and mixing for various clients, I gained experience working on an API Legacy at Arlyn Recording Studio and on a SSL G Series at Pedernales Recording Studio. I also gained skills in pre-production, overdubbing and mixing in my home studio. Working as a location recordist for Austin City Limits Music Festival and the Austin Jazz Festival, I became well versed in location recording.

A&R Representative, INgrooves, Austin, TX 2002-2003

While fulfilling duties to discover new artists and manage artist relations, I identified and helped sign producer Nigel Richards, which resulted in a successful song placement in a video game titled "Playboy: The Mansion."

DJ, various companies, Austin, TX 2000-2004

I built a large fan base spinning hip hop and electronic music during years of residencies at Austin's most popular nightclubs. Each week my DJ set was broadcast on local Clear Channel station 96.7 KISSFM. I sold over 10,000 mix CDs, built a 5,000-name email list, and earned sponsorships from national brands, such as Scion, Red Bull and Fader Magazine.

EDUCATION

Berklee School of Music, Boston, MA 2006

Music Business Certificate (via online music publishing course)

Mediatech School for the Recording Arts, Austin, TX 2004

Audio Engineering and Studio Techniques Degree