

JOHN MARCH

Producer • Mixer • Arranger • Sound Designer • Audio Technologist

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<https://zenavguy.com>

<https://zenguitarguy.com>

PROFESSIONAL PROFILE

Senior audio professional with more than four decades of experience across music production, sound design, and advanced audio technology for film, television, games, and contemporary media. Recognized for integrating artistic sensibility with deep technical expertise, bringing together music, narrative, and sound into cohesive, high-level productions. Extensive background working with internationally respected artists in jazz, blues, and contemporary music, alongside award-nominated work in film and television.

Currently leading the development of an international media initiative in collaboration with All About Jazz, focused on creating original content and building a global, collaborative ecosystem that supports artists, educators, studios, and cultural exchange.

In parallel with his production and sound work, he has been actively engaged in the development and application of AI-assisted audio workflows, contributing to the translation of complex creative processes into structured systems for next-generation tools.

Equally experienced as a hands-on producer and mixer, a sound designer, and a technical leader—capable of guiding projects from concept through final delivery while designing workflows, mentoring teams, and integrating emerging technologies including AI, spatial audio, and interactive systems.

CORE EXPERTISE

Music Production & Mixing

Production, arrangement, and high-level mixing across jazz, blues, rock, and hybrid genres

Collaboration with world-class artists and ensembles

Recording, overdubs, editing, mixing, and mastering workflows

Audio Technology, AI & Systems Design

Advanced Pro Tools and DAW-based production systems

AI-assisted audio workflows and creative tool integration

Workflow design, session architecture, versioning, and delivery standards

Spatial audio, immersive formats, and interactive sound systems

Sound Design & Audio for Media

Sound design for film, television, games, and experiential environments
Integration of music, dialogue, and environmental sound into narrative frameworks
Voice production, ADR direction, and performance capture

Creative Direction & Project Leadership

End-to-end project development from concept through delivery
Team leadership, mentoring, and cross-disciplinary collaboration
Studio ownership and management

MUSIC & COMPOSITION

Composer and producer across film, television, games, and artist-driven projects.
Work spans jazz, blues, ambient, electronic, and hybrid forms, with a strong emphasis on improvisation, musical interaction, and narrative-driven composition.

Multi-instrumentalist with working proficiency on guitar, keyboards, percussion, and electronic instruments.

ARTIFICIAL INTELLIGENCE & ADVANCED WORKFLOWS

Contributed to AI training and development for audio and music systems
Translated complex audio production workflows into structured machine-learning frameworks
Developed hybrid creative pipelines combining human production with AI-assisted tools

PROFESSIONAL EXPERIENCE

Senior Producer, Mixer, Sound Designer & Audio Technologist

Independent / Consulting — International | Ongoing

Leads audio production and sound development across music, film, television, games, and emerging media, working with artists, studios, and creative teams worldwide.

- Produces, records, mixes, and masters music projects featuring Mike Stern, Eddie Gomez, and Billy Drummond
- Designs and delivers sound for narrative and experiential media, integrating music, dialogue, and environmental elements
- Oversees full audio pipelines including workflow design, session architecture, version control, and delivery standards
- Directs voice-over and ADR sessions across commercial, narrative, and documentary formats (5,000+ sessions)
- Develops immersive and spatial audio for brand, entertainment, and interactive environments
- Manages and mentors teams of engineers, editors, and freelancers across multi-project pipelines

SELECTED CREDITS & CONTRIBUTIONS

Audio Post-Production Supervisor — *Harry Potter* DVD localization (23 languages)
Sound Design Team — *Eureka's Castle* (Nickelodeon) — Emmy nomination
Sound Design Team — *Gettysburg* (Ted Turner Productions) — Golden Globe nomination
Sound Designer & Composer — *Escape from Horrorland* (DreamWorks Interactive)
Music Production & Mixing — Projects featuring Mike Stern, Eddie Gomez, Billy Drummond

SELECTED CLIENTS

DreamWorks • Warner Bros. • Nickelodeon • ABC • Netflix • Bose • Ford
Michael Jackson • Sting • AEG Presents • Naropa University
Colorado Music Hall of Fame • National Institute of Standards and Technology

EDUCATION & PROFESSIONAL TRAINING

Berklee College of Music — Music & Technology

Advanced training and studio work at:
New England Digital • The Record Plant (NYC)
Westlake Audio • EFX • Magnolia Studios • The Enterprise (Los Angeles)
Interactive Audio Group

AWARDS & RECOGNITION

Emmy Award Nomination — *Eureka's Castle* (Sound Design Team)
Golden Globe Nomination — *Gettysburg* (Sound Design Team)
Pathways to Jazz Grant — Boulder County Arts Alliance
Martha Kate Thomas Award — Artistic & Technical Excellence in Audio

