

## John March

**Producer | Sound Designer | Audio and Video Technologist**

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**Professional Summary – Video introduction link here:** <https://youtu.be/fdUiondd11E>

Media and production professional with decades of experience in audio and video production, sound design, and post-production. Led high-profile projects across multiple sectors, including film, television, gaming, podcasting, and live events. Specialized in developing and managing post-production workflows, sound design, and final delivery formats for diverse media platforms. Proficient in both technical and creative aspects of production, with expertise in ProTools and a strong focus on emerging technologies such as VR/AR and haptics design. Provided consulting services to top-tier clients, addressing complex audiovisual needs while staying at the forefront of industry innovations.

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## Core Competencies

- **Sound Design & Audio Mixing:** Created immersive soundscapes for film, TV, games, and digital content. Blended creative vision with technical precision to deliver engaging and impactful audio experiences.
  - **Post-Production Expertise:** Developed and optimized post-production workflows for efficient project delivery across various media platforms, ensuring seamless transitions from concept to completion.
  - **Music Production & Composition:** Produced original music, mixed albums, and oversaw full music production lifecycles for major label releases and independent projects. Extensive experience working with leading artists and musicians.
  - **Multimedia & Emerging Technologies:** Consulted on VR/AR projects and specialized in haptics design for immersive sound experiences. Stayed current with audiovisual and multimedia technologies to offer cutting-edge solutions.
  - **Voiceover (VO) Recording & Editing:** Recorded and edited voiceovers for film, television, commercials, and podcasts, delivering high-quality sound with attention to emotional resonance.
  - **Technical Consultation & AV Solutions:** Provided technical guidance and custom AV solutions for media production companies and institutions, addressing both creative and technical challenges.
  - **Team Leadership & Client Relations:** Managed multi-disciplinary teams, ensuring successful project completion while maintaining strong relationships with clients in the entertainment, education, and corporate sectors.
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## Professional Experience

### Sound Designer & Audio Post-Production Specialist

*Freelance | Global*

**Clients:** DreamWorks, Warner Bros., Michael Jackson, Sting, ABC, Nickelodeon, Ted Turner Productions, and more  
(1970 – Present)

Delivered sound design and post-production services for film, television, and games. Played key roles in Emmy Award-nominated and Golden Globe-nominated projects such as *Eureka's Castle* and *Gettysburg*. Developed ADR, Foley, and final audio mixes for high-profile films, including *Batman and Robin* and the *Harry Potter* DVD bonus disk (ADR in 23 languages). Sound designer, composer and mixer for Dreamworks Video game “Escape from Horrorland”. Produced, mixed, and mastered jazz albums, collaborating with renowned artists such as Mike Stern and Eddie Gomez. Designed immersive sound and haptics experiences for leading brands, including Netflix, Bose, and Ford, while delivering cutting-edge sound design for digital media and gaming projects.

### Producer & Media Consultant

*Various Projects | Boulder, CO & Los Angeles, CA*  
(1980 – Present)

Produced original music, served as a mixer, and acted as videographer for documentaries, educational media, and promotional content for clients such as Chuck Morris & AEG Presents, Naropa University, and the Colorado Music Hall of Fame. Managed media production for large-scale events, including the Arise Music Festival, and consulted on audiovisual solutions for institutions like NIST. Focused on creating high-quality media experiences, delivering on both the creative vision and technical requirements.

### Senior Mixer & Audio Engineer

*Fox Family Channel | Los Angeles, CA*  
(1995 – 2002)

Led an 8-person team in producing on-air promos, station IDs, and commercials for Fox Family Channel. Oversaw all aspects of mixing, ensuring cohesive and impactful sound across network content. Collaborated with creative teams to align audio production with network branding and standards.

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## Education & Professional Training

- **Berklee College of Music** – Music and Technology Program
  - **Technical Training in Audio Engineering and Video Post-Production**
    - New England Digital & The Record Plant (NYC)
    - Synclavier Music Applications (LA)
    - Studio operations and advanced training at top studios including Westlake Audio, EFX, and Pacific Ocean Post
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## Awards & Recognition

- **Emmy Award Nomination** – Sound Design for *Eureeka's Castle* (Nickelodeon)
  - **Golden Globe Nomination** – Sound Design for *Gettysburg* (Ted Turner Productions)
  - **Recipient of the Boulder County Arts Alliance Pathways to Jazz Grant**
  - **BCAA Martha Kate Thomas Grant** – For technical and artistic excellence in sound production
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## Notable Clients & Projects

- **DreamWorks & Warner Bros.:** Led sound design and post-production efforts for both animated and live-action projects, collaborating closely with directors to achieve high-quality results.
  - **Michael Jackson & Sting:** Managed Synclavier programming and provided sound production for global tours, feature film soundtracks, and live performances.
  - **Ford F150 National Campaign:** Designed immersive sound and haptics for commercial campaigns, enhancing brand engagement through innovative audio experiences.
  - **Fox Family Channel:** Served as senior mixer, overseeing on-air audio branding and working with an interdisciplinary team to ensure flawless audio delivery for promos and commercials.
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## Specialized Skills

- **ProTools Expert:** Extensive experience in multi-track recording, editing, and mixing for professional audio production across various media.
- **Adobe Premiere & Final Cut Pro:** Advanced video editing skills, enhancing post-production capabilities in both audio and video.
- **Haptics & VR/AR Consulting:** Designed sound and haptic experiences for interactive media projects, offering unique insights into immersive media technologies.
- **Team Leadership:** Managed large-scale, multi-disciplinary teams, ensuring successful project outcomes that met both creative and technical objectives.

## My Commitment

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My experience in producing, mixing, editing, sound design, audio post-production, and multimedia consulting is built on a foundation of creative passion and technical expertise. With a focus on delivering high-quality and cost-effective media solutions, I remain committed to contributing to an ever-evolving industry.

