

John March
Sound Design & Audio Engineering • Producer • Manager * Audio Technologist
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PROFESSIONAL SUMMARY

Creative and technical audio leader with decades of experience in sound design, mixing, composition, and audio engineering for film, television, games, brand content, and experiential media. Former New York– and Los Angeles–based audio professional with long-term tenure working inside major studio and post-production ecosystems.

Proven hands-on manager who leads end-to-end audio development, builds detailed soundscapes, directs voice-over and talent sessions, records production sound, and delivers polished mixes across linear, social, immersive, and multi-platform environments.

Owns a state-of-the-art private studio and maintains deep technical authority across Pro Tools and modern media production tools. Expert in full audio pipeline ownership including workflows, deliverable standards, session organization, versioning, archiving, and technical consistency. Highly collaborative creative partner with strong narrative instincts for pacing, rhythm, and sound-driven storytelling.

CORE STRENGTHS

Sound design and storytelling for long-form and short-form content
High-end mixing and finishing for broadcast, streaming, social, and immersive formats
Narrative pacing, rhythm, emotional tone, and sound-driven storytelling
Voice-over direction, ADR supervision, interviews, narration
Production sound recording: dialogue, ambience, effects, field and studio
End-to-end audio pipeline ownership: workflows, standards, archiving
Cross-disciplinary collaboration with editors, motion designers, producers
Original composition for picture and brand
Technical stewardship of hardware, software, instruments, and systems
Rapid-turnaround creative for sizzles, sales reels, and internal content
Immersive and experiential audio for installations and brand activations
Team leadership: staff management, freelancer coordination, training
Innovation and modern tools including AI-assisted workflows

PROFESSIONAL EXPERIENCE

Senior Sound Designer, Mixer & Producer (Freelance / Consulting)

Ongoing

Lead audio development and multiple teams across film, television, games, branded content, experiential installations, and internal corporate creative. Own all sound design, mixing, composition, voice-over direction, production sound, and technical audio pipelines for diverse high-stakes creative projects. Currently working from a personally owned, state-of-the-art studio environment while collaborating closely with major studios, agencies, and production teams via fibre.

Key contributions include:

- Served as a member of the sound design teams for Emmy- and Golden Globe-nominated projects including Eureka's Castle (Nickelodeon) and Gettysburg (Ted Turner Productions).
- Built detailed soundscapes, environmental textures, custom effects, and audio treatments for narrative and brand storytelling across film, television, games, and promotional media.
- Delivered fast-turnaround mixes and sound design for sizzles, sales tapes, recaps, internal communications, and promotional campaigns.
- Directed voice-over sessions and interviews for commercials, games, documentaries, podcasts, and branded content (5,000+ voice-over projects).
- Recorded clean production sound on set and on location: dialogue, ambience, interviews, and effects.
- Served as Audio Post-Production Supervisor for DVD localization of Harry Potter Volumes 1 and 2, overseeing multilingual workflows and delivery for 23 languages, including dialogue replacement supervision, technical standards, QC, and international deliverables.
- Served as sound designer and composer for DreamWorks' video game Escape from Horrorland.
- Mixed, produced, and mastered high-level jazz projects featuring Mike Stern, Eddie Gomez, Billy Drummond, and others.
- Delivered immersive audio and haptics design for brand and entertainment campaigns for Ford, Bose, and Netflix.
- Produced, designed and mixed audio for VR/AR, spatial sound installations, and experiential environments.
- Oversaw workflows, deliverable specifications, session organization, versioning, backups, and archiving across multiple platforms and clients.
- Built and curated large sound-effects libraries, sample libraries, and instrument collections.
- Collaborated closely with editors, motion designers, producers, creative directors, and executive teams.
- Managed and trained audio staff and freelancers, providing technical mentorship, workflow standards, creative direction, and quality control across multi-project pipelines.

Selected clients:

DreamWorks, Warner Bros., Nickelodeon, ABC, Netflix, Bose, Ford, Michael Jackson, Sting, AEG Presents, Naropa University, Colorado Music Hall of Fame, NIST

COMPOSITION & MUSIC PRODUCTION

Composer and producer for film, television, games, branded content, and artist projects.
Original scoring and music production across jazz, electronic, world music, ambient, and hybrid styles.

Deep experience adapting musical ideas to editorial, motion, and design-driven content.

Working knowledge of keyboards, guitars, percussion, and studio instruments.

Strong comfort with electronic instruments, samplers, drum machines, and modern virtual instruments.

TECHNICAL & CREATIVE TOOLSET

DAWs: Pro Tools (advanced systems-level user), Logic Pro, Ableton Live, Audition

Post and repair: iZotope RX Advanced, spectral repair, noise reduction, cleanup workflows

Video integration: Adobe Premiere, Final Cut Pro

Game audio and interactive: Wwise, Unity

Music and sound creation: virtual instruments, samplers, synthesizers, modular tools

Immersive and spatial: VR/AR audio, spatial sound, haptics

Workflow systems: session standards, versioning, archiving, delivery specifications

Studio infrastructure: high-end private studio ownership; advanced signal flow, monitoring, routing, and system integration

Emerging tools: AI-assisted audio workflows, modern creative technology

ARTIFICIAL INTELLIGENCE & MODERN WORKFLOWS

Consulted with a major AI labs to translate complex audio post-production workflows into AI-trainable systems.

Contributed music theory, sound perception, and audio reasoning tasks for model development.

Advised on hybrid creative workflows integrating human sound design with AI-assisted tools.

Actively exploring emerging tools for sound creation, voice synthesis, and rapid iteration pipelines.

EDUCATION & PROFESSIONAL TRAINING

Berklee College of Music – Music and Technology

Advanced studio and technical training at:

New England Digital and The Record Plant (NYC)

Synclavier Music and sound design audio post (LA):

Westlake Audio, EFX, Magnolia Studios, The Enterprise

Interactive Audio Group

AWARDS & RECOGNITION

Emmy Award Nomination – Team Sound Design, Eureka’s Castle

Golden Globe Nomination – Team Sound Design, Gettysburg

Pathways to Jazz Grant – Boulder County Arts Alliance

Martha Kate Thomas Award – Artistic and Technical Excellence in Audio

