Theo Plass

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Multidisciplinary Audio Engineer with a focus in sound design, mixing and recording. Organized, professional, and efficient in deadline-driven environments, with strong client-facing skills and a reputation for clear communication and reliability.

EDUCATION

New York University **2021 – 2025**
B.M., Music and Audio Technology, Honors

WORK EXPERIENCE

Full English Post, New York, NY **Jan. 26 – Present**
Sound Designer & Mixer

- Designed and mixed sound for commercial campaigns for clients including YouTube, Amazon and Dipsea.
- Crafted & mixed immersive soundscapes through sound design, foley recording, dialogue restoration, and music editing.
- Engineered in-studio and remote Source-Connect recording sessions for voice-over and dialogue, handled file management.

CREATE LABS Game Design, New York, NY
Sound Designer & Mixer **June 26 – Present**

- Mixed game and trailer audio with a focus on clarity, dynamics, pacing, and emotional impact, balancing dialogue, music, and sound effects for polished final deliverables.
- Designed, edited, and implemented SFX, ambience, UI, Foley, and original music to support gameplay and player immersion.
- Collaborated with game developers, designers, and creative teams to translate gameplay and visual direction into intentional sound design.

HOBO Audio Post Production, New York, NY **Sept. 25 – Dec. 25**
Sound Designer & Mixer

- Designed and mixed SFX, foley and music for clients including Marvel, IWF, and Google.
- Conducted both mixing and recording sessions, supporting dialogue, VO, and sound design workflows.
- Cracked AAFs, managed session organization, file delivery, and version control to maintain efficient workflows.
- Trained across full post-production workflow, from AAF preparation to final mixes, splits, and delivery.
- Gained both technical and interpersonal experience recording and managing clients in remote/hybrid sessions, a more efficient ProTools workflow using Izotope software and automation control, and in managing deadlines.

Platinum Sound Recording Studios, New York, NY **July 24 – July 25**
Engineer

- Independently engineered sessions in all rooms, across hip-hop, EDM, pop, jazz, and indie genres.
- Worked with analog, digital and hybrid signal chains including LA-2A, 1176, Neve 1073, SSL 12-channel console.
- Assisted senior engineers on large sessions, was responsible for training new interns and assigning them assistant sessions.
- Learned and applied signal flow, patchbay routing, and client relations to keep sessions running efficiently.
- Maintained studio readiness (setup/reset between sessions), supported client logistics, helped manage payments.

Trader Joes, New York, NY **Nov. 22 – April 23**
Crew Member

- Worked rotating service and operations roles including register, product stocking, and warehouse support.
- Contributed to off - site Trader Joe's food donation initiatives supporting local charities.

Frost Valley YMCA, Clariville, NY **2019 – 2024**
Summer Senior Staff Counselor & Survival Camp Staff

- Worked 12 weeks a summer, leading wilderness programs for up to 28 campers age 10–17, backpacking, canoeing, climbing.

SKILLS

Languages: *Native fluency in English and German*
DAW: *Pro Tools, FL Studio, Maschine, Ableton, Logic, & Reaper*
Studio Skills: *Signal Flow & patchbay understanding; mic types, qualities & systems; studio setups for all instruments*
Other skills: *Wilderness First Aid and CPR Certified, PADI Advanced Open Water Diver Certification*