

# Joshua Hubbard

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## WORK EXPERIENCE

<b>Brother Hubbard Productions   Wilmington IL</b> <i>Producer/Engineer</i> <ul style="list-style-type: none"><li>•Audio/music production (writing/composing, arranging, recording, mixing, mastering, editing, sound design)</li><li>•Video Editing</li><li>•Live sound engineering</li></ul>	<b>Jan 2018 - Current</b>
<b>The Law Office Pub &amp; Music Hall   Yorkville IL</b> <i>Audio/Video Engineer</i> <ul style="list-style-type: none"><li>•Stage management, equipment load in, audio mixing</li><li>•Band/artist relations</li></ul>	<b>Jan 2017 - Current</b>
<b>Pollyanna Music   St. Charles IL</b> <i>Audio Engineer</i> <ul style="list-style-type: none"><li>•Stage management, equipment load in, audio mixing</li><li>•Band/artist relations</li></ul>	<b>July 2021 - Current</b>
<b>Velvet Vision Productions   Chicago IL</b> <i>Audio Engineer</i> <ul style="list-style-type: none"><li>•Stage management, equipment load in, audio mixing</li><li>•Band/artist relations as well as coordination with party planning personnel</li></ul>	<b>July 2019 - Current</b>
<b>Yorktober Fest   Yorkville IL</b> <i>FOH Audio Engineer</i> <ul style="list-style-type: none"><li>•Stage management, equipment load in, audio mixing</li><li>•Band/artist relations</li></ul>	<b>Oct 2021</b>
<b>Summer Solstice Music Festival   Yorkville IL</b> <i>Audio Engineer</i> <ul style="list-style-type: none"><li>•Stage management, equipment load in, audio mixing</li><li>•Band/artist relations</li></ul>	<b>2018 - 2021</b>
<b>Symphony for the Heist   Greenville SC</b> <i>Guitarist/Vocalist/Manager</i> <ul style="list-style-type: none"><li>•Song writing/production/arrangement</li><li>•Booked gigs, scheduled rehearsal time</li><li>•Managed all business and financial aspects for the band</li></ul>	<b>2004 - 2010</b>

## EDUCATION

<b>Full Sail University   Winter Park, FL</b> Audio Production Bachelor of Science	<b>June 2018</b>
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## ACADEMIC EXPERIENCE

<b>Sound Design for Games</b> <ul style="list-style-type: none"><li>•<i>The Black Smith   Sound Design and Implementation</i><ul style="list-style-type: none"><li>•Created assets for ambience, stingers, and overall environment for</li><li>•Implemented assets using Wwise</li></ul></li><li>•<i>The Intruder   Sound Design and Implementation</i><ul style="list-style-type: none"><li>•Created assets for ambience, stingers, and overall environment for</li><li>•Implemented assets using Wwise</li></ul></li></ul>	
<b>Audio Post Production</b> <ul style="list-style-type: none"><li>•<i>Nothing Owed   Sound Design/ADR Recordist/Field Recorder/Mixer/Foley Artist</i><ul style="list-style-type: none"><li>•Stripped short film of all audio and recreated everything</li><li>•Routed and mixed in 5.1 surround, created and cut backgrounds, recorded and edited all ADR</li><li>•Recorded, created, and edited Foley cloth, footsteps, and FX</li></ul></li></ul>	

## SKILLS

- Pro Tools, Logic Pro, Ableton, Sibelius, Wwise, Melodyne, Final Cut Pro, Motion
- Mac and Windows operating systems, Microsoft Office Suite
- Sound design, editing & mixing for surround, vocal editing/tuning, ADR & Foley recording
- Musician/vocalist (Guitar, Bass, Piano, Baritone), understanding of music theory