

JOSELYN HERNANDEZ

SOUND (EDITOR, DESIGNER, & MIXER)

CONTACT

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Demo Reel:

<http://vimeo.com/123542533>

Password For Demo: JMHSound

Website: Bluntpencilprod.com

EDUCATION

Ringling College of Art & Design,

Sarasota, FL Bachelor of Fine Arts May 2013

Major: Digital Filmmaking, G.P.A. 3.6/4.0

President's List: Junior and Senior year for academics.

Met Film School,

London, England

Master's Degree October 2014

Filmmaking: Post-Production

SPECIAL TRAINING

Frank Serafine's

Sound Advice Tour Workshop

11 Hours of Audio for Filmmaking,

Broadcast and The Web with

Vancouver, BC May 2015

London 2014 EditFest

Talks with editors in Film and Television

2-Day Picture Editing Course

with Werner Herzog & Joe Bini

while editing documentary, Into The Abyss, 2011

Cinematographer Classes

with Wally Pfister

on script to scene analysis and lighting, 2012

SOUND (EDITOR, DESIGNER, & MIXER)

Sound (Editor, Designer, & Mixer), Vancouver, BC, Canada. 2015

Animation Concept, test sound for animation.

-put together all sounds, including foley, sound effects, atmosphere, and adding temp music.

-Worked to create a believable spaceship setting through sound, juxtaposing it with the Earth scenes.

Sound (Editor, Designer, & Mixer), Vancouver, BC, Canada. 2015

Backstage, a 20-minute horror web series episode.

-Enhanced POV through sound design that enhanced character's perspective and thoughts.

-Cleaned-up location sound for smooth transitions.

-Assisted in the sense of space for concert scenes, including crowds

Sound (Editor, Designer, & Mixer), Vancouver, BC, Canada. 2015

Ghost Story, a 15-minute web series episode.

-Created elements to give the ghost character an unworldly feeling

-Added foley elements for character personalization.

-Uneasy scenes to heightened tension in conflict scenes.

Sound (Editor, Designer, & Mixer), Sarasota, Florida, USA. 2015

Paradise, FL, a feature-length drama film.

-Opened Sarasota Film Festival 2015 in it's largest venue

-Cleaned-up location sound making it easier to hear dialogue and keep viewer focused on story.

-Created tension, chaos, and quietness that supported scenes and overall film.

-Worked with director to achieve the desired mood for the film, and with the editor to meet final deliverable needs.

Sound Editor, London, England. 2014

Shut-In, 15-minute short science fiction film.

-Structured sound design incorporating ADR, ambience, sound effects, and dialogue clean-up.

-Produced soundscape related to film's science fiction mood.

-Assisted in creating tension between characters as plot is slowly revealed.

Sound Editor & Sound Designer, London, England. 2014

This Thing of Darkness, 15-minute short psychological thriller film.

-Worked closely with director to achieve desired sound effects, by adding to eeriness and unsettling moments.

-Used sound as a representation of character's psychological thoughts.

-Assisted in off-screen characters believability by matching and pacing ADR.

SKILLS ADVANCED KNOWLEDGE IN

ProTools 10 -12



Final Cut Pro



Davinci Resolve



Audio Equipment



Avid Media Composer



Adobe Photoshop



CSS/HTML Coding



(Microphones, recorders, ect)

Adobe Premiere Pro



Adobe After Effects



Audio Plug-ins

