

Janette Alle Tamer

LINE PRODUCER AND SOUND DESIGNER

+52 55 3730 9955 | janette@janettealle.com | Janettealle.com | Native Spanish | Advanced English | Intermediate French

● PROFESSIONAL PROFILE

7 years creating imaginative sonic experiences through sound design and audio engineering. 5 years involved in the production of audiovisual projects for different media. Knowledge of ProTools, Wwise, Unity, Unreal, FMOD Studio, Slack, Trello, Discord, Asana, Frame.io and audio editing tools: RX Izotope, Waves plug-ins.

● ACADEMIC TRAINING

Fmod Demo Reel | School of Video Game Audio | 2021

Wwise Demo Reel | School of Video Game Audio | 2021

MSc Sound Design | Edinburgh Napier University | 2016 - 2019 | Graduated with distinction

Bachelor of Music Technology | Griffith University, Queensland Conservatorium | 2015 | Exchange semester

B.S. Digital Music Production Engineering | Instituto Tecnológico y de Estudios Superiores de Monterrey | 2011 - 2015 | *summa cum laude*

● WORK EXPERIENCE

PULPO ESCAFANDRA | October 2016 to date

LINE PRODUCER

Production of audiovisual content for advertising, radio, podcasts, corporate videos and educational programs. Follow up during pre-production, production, post-production and review of deliverables; meetings with the departments involved, coordination of activities with illustrators, animators, cameramen and audio engineers. Communication with advertising agencies, directors and clients. Generate production strategies according to the budget and available resources.

AUDIO ENGINEER

Planning sessions, cleaning and leveling dialogues, recording, editing and mixing audio tracks and sound effects, synchronizing against image. Attend to the client's needs and adapt to the different specifications and project deadlines. Fixing audio conflicts, improving sound quality, and creating files. Monitor and review deliverables.

ACHIEVEMENTS:

- I produced more than 100 projects for at least 40 different brands in Mexico, the United States and Chile, for which I created the sound design for at least 60 of them.
- I increased productivity by 12% in production times by implementing activity calendars.
- I reduced delivery delays by 18% across different teams.
- I reduced production times and costs by identifying the best suppliers, maintaining quality and budgets.

FREELANCE | November 2015 to date

AUDIO ENGINEER | SOUND DESIGNER

Sound design for games, podcasts, audiobooks; recording, editing, cleaning and leveling dialogues, supervision of production and quality compliance, project deliverables, design and implementation of sound effects and music in games. Video and film post-production, advertising, multimedia and broadcasting.

ACHIEVEMENTS:

- Created audio and sound design for more than 10 different podcasts, 3 independent video games and more than 5 audiobooks.
- Managed the production and post-production for different media, including radio, TV and internet.
- Worked as an assistant for a dialogue editor for more than 3 movies.
- Created the blog "The Compressed Interview" in which I interview industry professionals about their personal and professional experience.

JARPA ESTUDIO | March 2015 – December 2015

JR. AUDIO ENGINEER

Coordinate the availability of the studio, setting up the microphones, amplifiers and all the equipment for recording sessions; operate the sound console, keep session logs, manage studio files and backup. Video and film post-production, advertising, multimedia and broadcasting. Assisted senior audio engineers during the mixing and mastering for film, television and the internet.

ACHIEVEMENTS:

- Managed the editing and mixing of all the deliverables for two large clients of which I was the only one in charge.
- Learned to work in the studio by improving sound quality, microphone placement, and mixing.

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● WORK EXPERIENCE

ESTUDIOS BASSINO (Chile) | June 2013 – July 2013

JR. AUDIO ENGINEER (Intern)

Coordinate studio availability, assist the recording engineer in setting up equipment, recording tracks, mixing and mastering; solving technical problems, preparing and editing audio tracks, and updating session records.

ACHIEVEMENTS:

- Learned to work in the studio by improving sound quality, microphone placement, and mixing.
- Assisted in the recording and mixing of famous local singers such as Andrés de León and Paloma Soto.
- Handled errands and confidential matters for top producers and singers.