

Ryan Olson

Sound Designer, Audio Engineer, Musician

<http://my.music-jobs.com/RyanOlson>

<http://morphedproductions.com>

503 490 7080

About Me

Throughout the years, I have amassed a formidable array of experience within audio engineering as well as custom sound and music production. From commercial to experimental, live to studio, I've been fortunate enough to have opportunities in all of these areas. Experience with practically all types of music in such a variety of environments has also fortified my engineering capabilities enabling me to best apply the musical needs of different artists, directors and producers to their projects. I look forward to growing even more as a sound artist along with other companies and productions that are successful and enriched with talent. Have me on board and your projects will roar above the rest.

Sincerely,
Ryan Olson

Employment History / Credits

2005 - 2013, Sound Designer

Morphed Productions

Lead Sound Design, Composition and Audio Post Production - Owner, Morphed Productions

2011, Composer

Project Aron

Music for animatic trailer for new game release Zombiraptor (Still in production)

2010, Audio Engineer

Envision Entertainment, LLC

5.1 Post Production Audio Engineer

2010, Composer

Wanderlust Circus

Music composition for circus acts

2010, Composer

Spitball Media

Music composition on corporate product videos for newest line of InFocus projectors

2009, Sound Designer

Esaty's

Sound design/atmospherics for radio style CD collection

2009, Engineer, Recording

Esaty's

Studio/recording and post production for self-help radio style CD collection

2009, Composer

Mizu Desierto Productions

Music Composition/Live Score for experimental Butoh theatre, A Midsummer Night's Dream

2009, Sound Designer

Mizu Desierto Productions

Sound Design/Live Score for experimental Butoh theatre, A Midsummer Night's Dream

2008, Sound Designer

Mizu Desierto Productions

Sound Designer for experimental Butoh theatre, A Requiem for a War

2008, Composer

Mizu Desierto Productions

Music Composition/Live Score for experimental Butoh theatre, A Requiem for a War

2006, Sound Designer

Fright Town

Sound Design for Fright Town haunted house at the Portland Convention Center 2005

Education

Portland State University - Music Major

Portland Community College - music and audio production

Other Skills/Additional Information

Classically trained guitarist

Live audio engineering and recording for venues and bands

References

Seann Maria - Game Sound Design/Microsoft 206-353-1389, bigdirtyseann@gmail.com

Jacob Beucler - Lead Game Designer/Netdevil 720-890-0411, jacob.beucler@netdevil.com

Noah Mickens - Curator/Director/Wanderlust Circus: 503-933-7866, battyshipodrome@gmail.com

Mizu Desierto - Curator/Water in the Desert Festival: 928-274-3247, mizudesierto@gmail.com

Will work in

California - Northern, California - Southern, Oregon, Washington

Instruments

Acoustic Guitar, African Drums, Bass Guitar, Classical Guitar, Drums, Electric Guitar, Flamenco Guitar, Guitar, Keyboard, Percussion, Piano, Synthesiser, roland jp8000

Languages (General)

English, Spanish