



MICHAEL ANDERSON

LEAD DIALOGUE EDITOR

PROFILE

Dynamic and detail-oriented dialogue editor specializing in animation and video games. Recognized for the ability to transform raw audio into polished final products that resonate with audiences. Extensive expertise in collaborating with creative teams to develop character voices and soundscapes that elevate narrative experiences. Proficient in a range of audio editing software and technologies, ensuring the highest quality output.

EXPERIENCE

LEAD DIALOGUE EDITOR

Epic Animation Studios

2016 - Present

- Oversaw all dialogue editing processes for animated feature films.
- Collaborated with voice actors to refine performances and ensure authenticity.
- Implemented sound effects to complement character dialogue, enhancing viewer immersion.
- Utilized Nuendo and Logic Pro for high-fidelity audio editing.
- Worked closely with directors to align audio with visual storytelling.
- Conducted quality control checks to ensure audio met industry standards.

DIALOGUE EDITOR

Game Sound Labs

2014 - 2016

- Edited and mixed dialogue for various video game titles across multiple platforms.
- Collaborated with game designers to ensure dialogue integrated seamlessly into gameplay.
- Utilized specialized software to create immersive audio environments.
- Conducted ADR sessions with voice actors to enhance character depth.
- Participated in playtesting to ensure dialogue timing and delivery aligned with gameplay.
- Maintained comprehensive documentation for audio assets and editing processes.

CONTACT

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- San Francisco, CA

SKILLS

- Nuendo
- Logic Pro
- Audio Editing
- Animation
- Game Audio
- ADR

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF FINE ARTS IN AUDIO PRODUCTION, SCHOOL OF VISUAL ARTS

ACHIEVEMENTS

- Awarded Best Audio Design at the International Animation Festival.
- Contributed to a game that achieved a 95% Metacritic score for audio quality.
- Developed a streamlined workflow that reduced editing time by 20% without compromising quality.