

Klaus Shipman

Sound Designer / Senior Sound Editor

(310) 855-4428

klaussshipman@gmail.com

WORK EXPERIENCE

Source Sound, Inc., Los Angeles -

Sound Designer / Senior Sound Editor

MAY 2023 - PRESENT

- Primary duties include: responsibility for the sound design and sound effects editorial of theatrical trailer finishing, as well as editorial supervision and coordination.
- Secondary duties include: employee training, developing company documentation and automating company procedures.

Selected Projects: (Trailers): Dune: Part 2, Furiosa, The Watchers, Joy Ride, Barbie, The Nun 2, The Ministry of Ungentlemanly Warfare.

Senior Sound Editor / Assistant Sound Designer

NOV 2021 - MAY 2023

- Primary duties included: all aspects of theatrical trailer editorial finishing, additionally including light sound design/effects editorial.
- Secondary duties included: training junior employees and developing company documentation, supplemental game cinematic sound design.

Selected Projects: (Trailers): Dune, The Batman, The Matrix Resurrections, The Fallout, Elvis, (Game Cinematics): Marvel's Midnight Suns, Dead Space (2023), (Experiential): A Life in Pieces: The Diary and Letters of Stanley Hayami

Sound Editor

JUL 2019 - NOV 2021

- Primary duties included: dialogue, music and light effects editorial, including a particular emphasis on conform work.
- Secondary duties included: designing and automating custom workflow and organizational tools.

Selected Projects: (Trailers): Bohemian Rhapsody, Godzilla: King of the Monsters, Detective Pikachu, Ford v Ferrari, Joker. (Game Trailers): Call of Duty Black Ops: Cold War

Assistant Sound Editor

FEB 2017 - JUL 2019

- Primary duties included: ingesting, evaluating and replacing client audio assets with the appropriate, highest quality materials available for short films, theatrical trailers, AAA game trailers, podcasts, commercials and XR experiences.

Selected Projects: (Trailers): Dunkirk, Atomic Blonde, Blade Runner 2049, Deadpool 2, IT. (Game Cinematics): Call of Duty: World War II

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Ritual Media, Los Angeles - Freelance Sound Editor

NOV 2019 - MAR 2021

- Responsible for audio editorial, including assembling, noise-reducing, editing, mixing and generating deliverables of guided audio practices.

SKILLS

Automation Tools/Workflow Projects (Soundflow-Based):

- Marker based auto-conformer - *A Pro Tools marker based, simple auto-conformer.*
- Polyphonic Elastic Audio Toolkit - *Series of scripts to simplify Elastic Audio editorial.*
- Video Utility Switcher - *Makes swapping between multiple videos within Pro Tools easier.*
- ADR/Foley Spotting Toolkit - *A customizable "Stenographer keyboard" for spotting.*
- UCS Renaming Toolkit - *Made for Soundminer's Radium, but customizable for exporting any audio.*

Post-Production:

- Sound Design
- Sound Effects Editorial
- Music Editorial
- Dialogue Editorial
- Labor Coordination

Software:

- Pro Tools LE/HD: *Extremely Proficient.*
- iZotope RX 10 Advanced: *Extremely Proficient.*
- Soundflow: *Extremely Proficient.*
- Soundminer v6 Pro: *Extremely Proficient.*
- Matchbox: *Proficient.*
- Microsoft Office: *Proficient.*

EDUCATION

Loyola Marymount University, Los Angeles- B.A., Recording Arts Technology, Minor in Computer Science, GPA 3.94/4.0

SEPT 2013 - MAY 2017

- LMU Arrupe Scholar
- Recipient of Outstanding Recording Arts Student Award (2017).
- University Honors Program / School of Film and Television Dean's List. (September 2013-May 2017)
- Employed as an Audio Engineer & Teaching Assistant.