

MT

Mark Thompson

Creative sound designer with 10+ years of experience crafting soundscapes for films, video games, and live theater. Skilled in combining technical expertise with artistic vision to produce immersive audio.

CONTACT



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LinkedIn | Portfolio



Los Angeles, CA

EDUCATION

- BACHELOR OF SCIENCE (B.S.) IN AUDIO PRODUCTION | FULL SAIL UNIVERSITY, WINTER PARK, FL | MAY 2010

KEY SKILLS

- Sound editing and mixing
- Audio post-production
- Field recording
- DAWs (Pro Tools, Logic Pro)
- Foley artistry

PROFESSIONAL EXPERIENCE

SENIOR SOUND DESIGNER | REELSOUND STUDIOS, LOS ANGELES, CA | JANUARY 2015 - PRESENT

- Designed soundscapes for 50+ films, including five award-winning productions
- Lead audio post-production for AAA video games, ensuring immersive player experiences
- Direct Foley recording sessions to create authentic sound effects

SOUND ENGINEER | AUDIOCRAFT STUDIOS, SAN FRANCISCO, CA | JUNE 2010 - DECEMBER 2014

- Recorded and edited dialogue and sound effects for indie film projects
- Collaborated with directors to ensure seamless integration of sound with visual storytelling