

ROKAS DANEVICIUS

Sound Engineer/Programmer

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Portfolio: Click here to see



PERSONAL STATEMENT

I would describe myself as an approachable, patient and passionate freelancer and Coventry University first class honours graduate. I consistently demonstrate a high degree of initiative and self-motivation when working on projects that involve sound, programming and music composition.

I have worked across a variety of different audio production practices and I regularly work with both clients and collaborators. This has taught me how to create accurate and stress-free working relationships with people which leads to higher quality results.

EDUCATION

- 2015 - 2017** **COVENTRY UNIVERSITY**
Music Technology BSc (First Class Honours)
This course included modules such as Digital Audio, Electronics and Multimedia Programming Environments.
- 2013 - 2015** **ALYTAUS PUTINU GIMNAZIJA**
Alytus, Lithuania
Secondary Education 12 subjects with grades A/B including A-Level equivalent Mathematics, Physics and IT.

SKILLS



PROGRAMING SKILLS

- Python coding software.
- Java Coding software.
- Max MSP Coding software.
- Arduino hardware.



AUDIO SKILLS

- Pro Tools and Cubase DAW's
- Waves and UAD Audio processing
- 7 years of Audio production
- 8 years of Music Composition



SOFT SKILLS

- Time and Project Management
- Communication
- Teamwork
- Problem solving

EXPERIENCE

- 2019 - 2020** **Freelance Audio Engineer/Producer**
My responsibilities include:
 - Music and sound design composition
 - Audio editing and recording
 - Audio mixing and mastering
 - Project management
 - Communication with clients
- Dec 2018** **THAT'S INNOVATIVE**
Live sound Producer / Engineer
My responsibilities included:
 - Music Composition
 - Live sound design and production
 - Critical sound listening
 - Communication with directors
- Oct 2017 - May 2018** **GRAVITATE PRODUCTIONS LTD.**
Music Producer / Engineer
My responsibilities included:
 - Music composition
 - Music production
 - Voice talent coordination
 - Recording session management
- Aug 2016 - Sep 2016** **NINJA TUNES**
Internship/Social media researcher
My responsibilities were:
 - Moderation of Ninja Tunes social media.
 - Developing marketing strategies.
 - Research of the company's competitors.
 - Handling of Ninja tune products.

RECENT PROJECTS

- Jan 2018** **Colour To sound Instrument**
I created a hardware musical instrument which incorporates colours for composition.
- Dec 2017** **Music workstation instrument**
I developed a virtual music workstation using Pure Data coding environment.
- Dec 2017** **Virtual sampler and Delay**
I created a virtual sampler instrument using Processing coding software.
- Nov 2017** **Video Game Audio**
I programmed sound for a video game level with in the Unreal 4 engine.