

Sean Ramos

Sound Designer

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About

Sean Ramos is a Sound Designer, Sound Engineer, Editor, Composer, Multi-Instrumentalist, and Playwright. Professional career has spanned from live music venues as a musician and engineer, to pit orchestras in black box and auditoriums. As a sound professional, from Sound Designing straight plays and musicals, to live mixing shows in front of house to monitoring and facilitating wireless in back of house. As an auteur/director of short form audio drama, to then its Sound Designer, Editor and Producer.

Theatre Experience

Theatre Workshop of Nantucket (Plaid Tidings) / Sound Designer, A1

November-December 2021, New York, NY

Worked closely with the Director and Music Director on a live musical. Designed the (Dante) sound plot for the production (EV speakers), built custom ear-worn rigs for Shure Countryman B6 lavalier microphones, and created / sourced sound effects for the production. Line mixed on a Soundcraft SI Impact, utilizing onboard Lexicon FX rack, and the use of Shure wireless handhelds in tandem with lavaliers.

The New School (CoPA) / A1

October 2021 - Present, New York, NY

Worked directly with the Production Head to mix College of Performing Arts Orchestra concerts. Responsible for the setup, mic'ing, and mixing for live and streaming purposes. Mixed concerts on a Yamaha CL3 - utilizing DPA, Neumann, Schoeps, Shure, and Sennheiser wireless microphones through a Meyer Lina System.

SoHo Rep (While You Were Partying) / Production Audio

October 2021, New York, NY

Worked closely with the Sound Designer, and took care of all work notes during the load in / tech process.

Katonah Classic Stage (Oleanna) / Sound Designer

October 2021, New York, NY

Worked closely with the Director to create the sonic signature of the production. Composed original pieces for act transitions, pre-show, and post-show.

Stages Repertory Theatre (25th Annual Putnam County Spelling Bee) / Sound Designer

September 2021, Houston, TX

Worked closely with the Production Team. Designed the Dante sound

plot for a 9 person cast (in the round), a 5 person remote orchestra, built custom ear-worn rigs for DPA 4061 lavalier microphones, and created sound effects for the show. Show programmed and snapshots written to be line mixed on a DigiCo SD11.

Theater Workshop of Nantucket (London Suite) / Sound Designer

September 2021, Nantucket, MA

Worked closely with the Director, designed the Dante-routed sound plot for the show. Designed and built the QLab file for the play. Made original compositions for in-house made cues, and curated and sourced music for the show.

Theater Workshop of Nantucket (Mamma Mia, A Grand Night For Singing) / Sound Designer, A1

June 2021 - August 2021, Nantucket, MA

Worked closely with the Directors and Music Directors on 2 separate musicals in 2 separate venues - Mamma Mia on an outdoor stage, and A Grand Night For Singing indoors in the theatre's main house. Designed the (Dante) sound plot for each production.

Mamma Mia: JBL ground stacks, EV foldback speakers, Orchestra monitor mixes, MD Ableton rig and Roland V-Drums, Soundcraft Stagebox, built custom headset rigs for Shure Countryman B6 lavalier microphones, sanitized post-show to uphold Equity Covid protocol. Line mixed on a Soundcraft SI Impact.

A Grand Night For Singing: EV house speakers, Yamaha powered OH monitors for Orchestra,), built custom forehead rigs for Shure Countryman B6 lavalier microphones, live orchestra onstage (chamber-style with drum kit & aux percussion), sanitized post-show to uphold Equity Covid protocol. Line mixed on a Soundcraft SI Impact.

The Duke On 42nd St (Emojiland-Off Broadway) / A2 Sub

December 2020 - March 2020, New York, NY

Responsible for the maintenance, fitting, and use of DPA 4088 lavalier microphones, backstage monitoring of signals and levels, Sennheiser wireless handheld microphones. Served as cast, stage crew and orchestra liaison for A1 at front of house.

The New Victory (Riddle of the Trilobites - Off Broadway) / A1

January 2020 - March 2020, New York, NY

Worked directly with the Sound Designer to set and program mixes and scenes within the console and QLab. Responsible for the maintenance, fitting, and use of DPA 4088 lavalier microphones, front of house monitoring of signals and levels. Line mixing a musical with a 6 person cast and a 3 piece chamber style orchestra on a Midas Pro 3 digital console.

Theater Workshop of Nantucket (Matilda, Terms of Endearment, Grease, Miracle on 34th St.) / Sound Designer, A1

October 2018 - December 2019, Nantucket, MA

Worked closely with the Directors and Music Directors on live plays and musicals. Designed the (Dante) sound plot for each production (EV speakers), built custom headset rigs for Shure Countryman B6 lavalier microphones, recorded sweetener tracks with a mobile recording setup,

recorded exterior location foley with a Tascam DR40, and created any necessary composition per show. Line mixed on a Soundcraft SI Impact.

Alley Theatre (Alley All New Play Series) / A1

January 2018 - January 2020, Houston, TX

Worked closely with the Sound Designers and Directors of new works in a workshop and staged reading setting. Line mixed on a Yamaha CL3 / Yamaha CL5 and served as QLab operator for several different plays within the new works series.

Public Defender Productions (Vicki) / Sound Designer, Location Sound Mixer, Sound Engineer / Editor

November 2021, New York, NY

Location Audio / Boom Operator / Mixer for an original short film. Location Audio captured with boom pole-mounted Aston Origin into a Tascam DR 70-D. SFX in post-production hand-built, original foley created (captured with a Tascam DR 40). Audio was mixed and mastered in Pro-Tools, utilizing Izotope RX Suite, Izotope Ozone, and various Waves plugins.

Alley Theatre (Choosing Love) / Sound Designer, Sound Editor

May 2021, New York, NY

Sound Designed and Edited a mixed-media stage play remotely for a LORT theatre in Houston, Texas. Worked closely with the director on concept and scope of design and post-production.

Sound Design was done in Logic Pro X using sourced FX, original foley. Composed original music for the piece. Dialogue was recorded entirely remotely with Tascam DR-40's. Dialogue clean up was done with Izotope RX. All sound was mixed and optimized for film post-production.

Stages Theatre (Fatherland) / Sound Designer, Sound Editor

February 2021, New York, NY

Sound Designed and Edited a mixed-media stage play remotely for a LORT theatre in Houston, Texas. Worked directly with the playwright on concept and scope of design and post-production to bridge an autobiographical memoir-play with an ethereal epic of cultural discovery. Sound Design was done in Logic Pro X using sourced FX, original foley. Dialogue was recorded entirely remotely with the lead actor via Zencast and Zoom. Remote dialogue clean up was done with Izotope RX. All sound was mixed and optimized for both QLab and film post-production.

The Freedom Swimmers / Sound Engineer / Editor

September 2021, New York, NY

Edited, Mixed, and Mastered the novel (The Freedom Swimmers). Audio cleanup achieved by utilizing Izotope RX Suite in tandem with Waves plugins. Audio was mixed and mastered in Logic Pro X in accordance with standard LUFs requirements and expectations.

Film Experience

Audiobook Experience

Podcast Experience

This American Wasteland: an audio drama / Playwright, Sound Designer, Sound Editor

March 2020 - PRESENT, New York, NY

Created and wrote an original short-form audio drama. Established and met bi-weekly deadlines within production to Sound Design, Edit and Mix each episode for its release date. Built a grassroots marketing campaign and presence by creating and distributing relevant content. Sound Design was done in Logic Pro X using sourced FX and original foley. Dialogue was recorded both remotely and within the studio.

A Dirtbag's Guide To Life On The Road / Sound Engineer, Sound Editor

June 2020 - PRESENT, New York, NY

Met weekly deadlines with show host to Edit and Mix each episode for its release date. Built a grassroots marketing campaign and presence by creating and distributing relevant content. Editing was done in Logic Pro X with Izotope RX suite for interview cleanup.

Memberships

TSDCA Professional Membership

Audio Writers Guild of America, East

Certifications

Dante Certified