

CONTACT

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github.com/TKMahovsky

EDUCATION



UTAH VALLEY UNIVERSITY

Digital Audio, B.S.

December 2024



COLORADO MESA UNIVERSITY

Music Performance, B.Mus.

2018-2020 (transfer)

QUALITIES

Meticulous

Strategic thinker

Intrinsically motivated

Both collaborative and independent

Tanner Mahovsky

Sound Design & Audio Implementation

Recent graduate from Utah Valley University's Digital Audio program who is passionate about the design and implementation of audio experiences that immerse audiences and tell captivating stories.

RELEVANT EXPERIENCE

Spatial Audio Recordist in Natl. Parks, Project Funded by Meta

May 2024 - present

- Record, catalog, edit, and decode ambisonics files for Meta and in service of National Park Service park rangers/leadership.
- Assist student VR developers with audio implementation and quality control for audio (Unreal Engine 5 and web app).

NCPTT Recordist in Bolivia, Project Funded by US Embassy

June 2024 - December 2024

- Recorded US National Park Service staff in Bolivia to create conservation training content for the Tiwanaku UNESCO site.
- Recorded interviews and voiceovers of Bolivian archeologists, curators, artisans, etc. on-site at various ancient historical sites

Senior Capstone Game, Steam

August 2023 - March 2024

- Worked on a 10-person team of Unity developers and artists to create a 3D environment puzzle game as part of a capstone.
- Created assets using foley and synthesis in Pro Tools, Reaper.
- Unity implementation via Wwise and custom C# scripts.

Studio Manager & Technician, Utah Valley University

May 2023 - January 2025

- Installation/setup and upkeep of audio studios; included wiring 2 large-format consoles, soldering, keying licenses, and more.
- Managed studio scheduling and calendars, facilitated all equipment checkouts, and oversaw all student studio sessions.
- Created detailed studio documentation; included procedures, catalogs, audits, contracts, archives, and general information.

Audio Instructional Assistant, Utah Valley University

August 2023 - January 2025

- Provided assistance and oversight during all studio courses.
- Provided supplemental instruction where necessary.

SKILLS

Wwise, FMOD Studio
Engine Integration
Unity, Basic UE4/5

Pro Tools, Reaper
Dolby Atmos
iZotope RX, Ozone

Basic C#, Python
GitHub
ClickUp, Trello

CERTIFICATIONS

Avid Pro Tools Professional Certified, Post-Production
DANTE A/V, Level 1

RELATED COURSEWORK

Sound for Games 1 & 2

C# Scripting & Unity/Git Essentials

Object-Oriented Programming

Wwise 110, 201, 301 courses

Audio Post-Production

Sound Design

Audio Mastering

Audio Engineering 1 & 2