

Dave Shumway – Curriculum Vitae

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Qualifications:

- 2009 MS in Recording Arts, University of Colorado Denver
Thesis in progress: “Course Design in Audio for Video Games”
Courses taken in audio recording and post-production using Pro Tools and Logic, sampling, MIDI orchestration, studio design and acoustical treatment, surround sound for music and film, mastering, and pedagogical research
- 2008 MS in Human Resource Management, Krannert School of Management, Purdue University, Indiana
*The MSHRM is a two-year management degree with the strongest business core among graduate HR programs, incorporating 25 hours of coursework from Krannert’s MBA core curriculum
- 2006 BS in Psychology, Brigham Young University, Utah

Recent Employment/Clients/Work Experience

- 07/2009 – Present Adjunct Audio Faculty at the Art Institute of Austin
- 05/2009 – Present Senior Sound Designer/Composer at Zubian Studios
- 03/2009 – 06/2009 Summer Shepherd Funk (EP) – recording/mixing/mastering engineer, producer, co-writer
- 12/2008 – 06/2009 Clark Schmutz (EP) – recording/mixing/mastering engineer, producer, co-writer
- 09/2008 – 11/2008 “The Thin Man” radio drama, aired on Colorado Public Radio – live sound technician, recording/mixing/mastering engineer
- 10/2008 “Transformers 2,” “X-Men Origins: Wolverine” – assisted in capturing gunfire for use in films
- 05/2008 – 08/2008 “New Mission President Seminar,” LDS Motion Picture Studio – live sound technician, recording/mixing/mastering engineer
- 09/2006 – 05/2008 Purdue University – manager, online graduate program
- 05/2007 – 08/2007 Chevron Corp – hr intern
- 01/2005 – 06/2005 Side Project (album) – recording/mixing/mastering engineer, producer, co-writer
- 08/2003 – 08/2004 Café del Sol – house sound engineer
- 05/2003 – 08/2003 Everyone But Martin (album) – recording/mixing/mastering engineer, producer, co-writer
- 12/2000 – 01/2001 Everyone But Martin (album) – recording/mixing/mastering engineer, producer, co-writer

Other experiences, skills and interests:

Although I first started out using Sonar on a PC and am still very comfortable with PCs, I have since shifted to Macs using Pro Tools and Logic. I have a strong background in music, playing piano, guitar and drums, which has allowed me to be as much a producer as an engineer for the artists I work with. My current interest is in sound design and music composition for video games and I am starting to freelance in this capacity, while also taking on other artists, corporate clients, and additional projects, as well as teaching introductory audio classes at the Art Institute of Austin.