

MEDIA PRODUCTION

Details

Lafayette, IN
United States
(317) 531-8892
CJCONGER2@GMAIL.COM

Links

LinkedIn

Facebook

YouTube

Instagram

Skills

Leadership

FL Studio

Microsoft

Research

Programming

Hobbies

Working out
Photography
Graphic Design

Volunteer Work

Profile

With over 7 years of experience in media production, I have collaborated with notable clients such as Discovery Channel and Liquid Death. My proficiency lies in audio engineering, music production, and project management.

Employment History

Communications Technician, Skinner Connect, Indianapolis

FEBRUARY 2019 - PRESENT

Install and troubleshoot cameras, phones, and internet systems for businesses and department stores. Proven expertise in ensuring seamless communication infrastructure, providing timely solutions, and maximizing operational efficiency.

Geospatial Intelligence Analyst, Air Force

FEBRUARY 2015 - PRESENT

Utilized advanced technologies and geospatial tools to produce accurate and timely assessments. Collaborated with multidisciplinary teams, contributing to mission success and enhancing situational awareness.

Warehouse Manager, Johnstone Supply, Indianapolis

FEBRUARY 2012 - JUNE 2014

Orchestrated efficient inventory management, streamlined distribution processes, and optimized storage solutions.

Host, O'Charleys, Indianapolis

JANUARY 2011 - JANUARY 2012

Demonstrated strong organizational skills and maintained a welcoming atmosphere to enhance the overall dining experience.

Education

Bachelor of Science; Media Production, Ball State University, Muncie

AUGUST 2019 - DECEMBER 2023

Courses

Airman Leadership School, Air University

OCTOBER 2021 - DECEMBER 2021

DANTE Certification (Level I-III), Audinate

DECEMBER 2023 - DECEMBER 2024

Internships

Recording Engineer, REC Room Recording, Lafayette

DECEMBER 2023 - PRESENT

Consistently engaged in training initiatives, eagerly acquiring new skills in audio engineering and studio technologies. Actively contributed to recording sessions, equipment setup, and post-production tasks, fostering a dynamic learning environment within the studio.

References

References available upon request