

ERIC CLAWSON

SOUND DESIGNER AND ENGINEER

(336)705-8312

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ericclawson.com

Skills

- Building intercom systems
- Troubleshooting sound issues
- Editing sound for film and stage
- Patching speakers and microphones to console
- Able to detect best sound in space
- Soldering

Proficiencies

- Qlab, Logic Pro, ProTools, Autocad, Dante
- Allen & Heath and Yamaha equipment
- Clear-Com and other communication equipment
- Radio distribution
- Zeevee familiarity

Certifications

- Intro to Immersive Audio: L-Acoustics
- Digital Video Distribution: System using RF Modulation: Zeevee Inc.
- AV over IP Training: Zeevee Inc.
- Dante Certifications Levels 1-3: Audinate
- L-ISA Preproduction: L-Acoustics
- L-ISA Live Mixing: L-Acoustic
- L-ISA Technology: L-Acoustics

PROFILE

Graduating student with major in Sound Design seeking entry-level position in audio engineering and/or sound design

WORK EXPERIENCE

Production Staff Member: Williamstown Theatre Festival, Williamstown, MA (June-August 2024)

Performed technical work for live theatrical productions. Assembled speakers, lights, and video equipment for multiple performance spaces. Assisted with programming lights and performing speaker testing. Transported equipment from shop to stages. Measured stages to ensure equipment was placed properly. Rigged speakers as needed. Assembled sound equipment and cables across grids and railings. Soldered lighting strips.

Technical Volunteer: Little Theatre of Winston-Salem, Winston-Salem, NC (June 2022-December 2024)

Regular volunteer for live theatrical productions. Often worked as the sound cue operator using QLab for sound effects and instrumental music tracks. Also worked as a sound board operator and programmer for some shows, as well as a light board operator and spotlight operator. Occasionally worked as a mic wrangler by mic-ing up actors and replacing batteries before each show.

EDUCATION

University of North Carolina School of the Arts, Winston-Salem, NC Bachelor of Fine Arts - Sound Design (May 2025) GPA 3.79

Spent last four years at UNCSA studying sound designing, engineering, and technology. Began by working as an A2/assistant sound engineer, before moving up to A1/head sound engineer. Also worked as sound designer and communication + video engineer for assigned theatrical productions. Worked on sound for films by operating mixer and boom microphone on set and Foley during post production. Took several classes on sound equipment, sound calculations in space, designing for film, and analyzing scripts. Studied other aspects of sound, such as music composition and sound design for virtual reality and podcasting. Learned about rigging in a theatrical space. Worked on the university's podcast and the library's sound system to create an immersive sound-only story.