



GREG FORSBERG

PROFESSIONAL PROFILE

January 2000 - Current

Chief Engineer The Mastering Room | Las Vegas - Tucson, USA

- Manage all aspects of studio operation and business development.
- Personally mastered over 1000 commercially released, recorded albums.
- Oversee replication, manufacturing, and distribution of recorded works.

March 2004 - September 2011

President Forsberg Forensic Audio Research | Las Vegas, USA

- Manage all aspects of laboratory operation and business development.
- Responsible for ongoing study focusing on building the largest known searchable database of recorder signatures.

January 1998 - January 2001

President / Executive Producer Youth Engine Records | San Francisco, USA

- Chief Executive of label operations and management.
- Executive Producer and Creative Director for all new releases.
- Musical Composer, Producer, and Engineer for highly acclaimed video game Vampire The Masquerade: Redemption published by Activision.

January 1994 - January 1999

Producer / Engineer The Plant Recording Studios | Sausalito, USA

- Engineered and Mixed many major label projects and TV commercials at the world famous and historical Plant Studios.
- Trained all new assistant engineers and interns.
- Maintained technical aspects of studio and client relations.
- Sole Digital Editor for John Lee Hooker and Van Morrison's collaboration "Don't Look Back" which won 2 Grammy Awards in 1998.

EDUCATION

June 2005

New York Institute of Forensic Audio

January 2003

Bachelor of Applied Science | Comprehensive Sound Arts
SAE Expression College

January 1994

Associate of Science | Recording Arts
Full Sail Center for Recording Arts

PROFESSIONAL AFFILIATIONS

✉ booking@GregForsberg.com

OVERVIEW

Accomplished Audio Engineer with extensive experience in audio production, editing, sound design and project management. Skilled in delivering projects on time and within budget, ensuring high-quality outcomes. Eager to apply technical expertise and strategic planning abilities to new opportunities.

SKILLS

- Audio engineering
- Audio mastering
- Sound design
- Music production
- Audio editing
- Audio mixing
- Audio restoration
- In-studio recording
- Field recording
- Acoustics and psychoacoustics
- Hardware troubleshooting
- Studio management
- Catalog management
- Project management
- Team leadership
- Client relationship management
- Effective communication
- Training new engineers
- Team collaboration
- Time management
- Critical thinking
- Strategic planning
- Company representation

- National Academy of Recording Arts and Sciences, voting member
- State of California Bureau of Education, certified Instructor of Sound Arts

TEACHING INTERESTS

- Recording Engineering
- Music Production
- Sound Design
- Post-Production
- Music Business

RESEARCH INTERESTS

- Acoustic Room Design
- Audio Plug-in Development

ACADEMIC TEACHING EXPERIENCE

- Instructor of Basic Recording, Ex'pression College for Digital Arts, 09/01/00 - 05/01/03
- Instructor of Intermediate Recording, Ex'pression College for Digital Arts, 09/01/00 - 05/01/03
- Instructor of Advanced Recording, Ex'pression College for Digital Arts, 09/01/00 - 05/01/03

COURSES TAUGHT

- Basic Recording 1 & 2
- Intermediate Recording and Production 1 & 2
- Advanced Recording and Production 1 & 2