



# MEGAN RUIZ G.

Sound Editor & Designer

Los Angeles

661.476.1773  
meganruizg@gmail.com  
meganruizg.com

## EXPERIENCE

- Milo Games** - *DEAD* (2018)  
*Sound Designer* Oct 2016 - Sep 2017  
- Designed SFX and ambience for 7 levels and player mechanics in this indie top down shooter game
- New York Times** - T Magazine's "The Illustrated Interviews" Series  
*Sound Editor & Designer* Nov 2015 - Mar 2017  
- Laid in and mixed SFX for 50-second webisodes
- California Institute of the Arts** Sep 2013 - May 2015  
*Sound Department Student Teaching Assistant*  
- Provided assistance/troubleshooting with sound equipment and editing programs
- Issa Rae Productions, Inc.**  
*Assistant sound editor* Sep 2014  
- Cleaned up production dialogue, fixed sound editing errors  
*Production Assistant* Jun - Aug 2014

## PROJECTS

- Jesa* (2018), dir. Judith Park & Yongmin Hwang  
rerecording mixer, sound designer, sound editor live action short film
- En Bloc* (2017), dir. Nick Dugan  
rerecording mixer, sound designer, sound editor live action short film
- A True Friend* (2016), dir. Samuel Theodros  
rerecording mixer, sound designer, sound editor live action short film
- A Hollow Taste* (2015), dir. Megan Ruiz G.; CALARTS Producers' Show  
writer, casting, sound designer, sound editor, sound engineer animated short
- The Lost Boys* (2015), dir. Paula Assadourian; Festival Internacional del Cine de Morelia  
foley, sound editor, sound designer, sound engineer animated short
- So Jaded* (2014), dir. Daven Baptiste; Issa Rae Productions, Inc.; UrbanWorld Film Festival  
assistant sound editor, production assistant live action TV pilot

## EDUCATION

- BFA in Character Animation, School of Film/Video 2011 - 2015  
*California Institute of the Arts; Valencia*

## SOFTWARE

- Avid ProTools
- Adobe After Effects
- Final Cut Pro
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe Flash

## SKILLS & INTERESTS

- Sound editing & design
- Singing
- Directing voice talent
- Storyboarding
- Script writing
- Comic Illustration