

Nick MacDonald

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Audio editor and producer, music curator and songwriter. Loves to work in collaborative environments with other creatives who are intent on absorbing and promoting music throughout the world.

Education

- Bachelor of Science in Music Business & Production, Old Dominion University
- Cours Intensif, Universite Grenoble Alpes

Skills

- 10 + years of proven leadership experience in technical and performative environments
- Strong interpersonal skills and high emotional intelligence in fast paced collaborative work spaces
- Recording and mixing audio productions of various sizes live and in studio
- Multi-instrumentalist, songwriter and performer

Software Proficiency

- 10 + years of professional experience with Avid Pro Tools, Mac & Windows OS. Fast, efficient editing capability and use of program shortcuts.
- Fluent handling and extensive use of Adobe Photoshop, Microsoft 365 and Google Suite

Projects and Accomplishments

- Graduated Magna Cum Laude
- Dean's List
- Secretary of ODU's Audio Engineering Society Chapter
- Wrote and recorded multiple personal albums (STEEPLES EP and Rain Would Gather)
- Five week performance residency at Pete's Candy store (August 2017)
- Contributor, Motion Conference Jun '18 (Sante Fe, NM)

Senior Audio Engineer and Producer

Craft WW/McCann (New York, NY) - Aug 2018 - Present

- Editing, mixing, and sound designing for numerous campaigns, pitches, and case studies. Clients including March for our Lives, Coca-Cola, and Mastercard
- Producing, recording, and mixing Ulta Beauty's The Beauty Of... podcast series
- Dolby Atmos software integration on home and office systems
- Setup and coordinating of remote work flow using Source Connect, Teams, and Zoom
- Initiating and expanding extensive internal music library and maintaining communication with stock library representatives

Freelance Production Coordinator

Potion Design (New York, NY) - Jun 2018 - Aug 2018

- Worked with members of development and design teams to bring to completion multiple projects, ranging from multimedia interactive screens to motion controlled game installations.
- Communicated feedback from collaborators and clients
- Managed implementation of audio and visual elements for the products and coordinated quality assurance testing

Recording & Mixing Engineer

Cowboy Technical Studios & Virtue and Vice Studios (Brooklyn, NY) - Oct 2013 - Jan 2017

- Executed successful recording sessions for numerous local and international Grammy award-winning groups and solo acts from set-up to break down
- Anticipated unique challenges and increased session efficiency through extensive preparation and swift decision-making
- Increased studio profits and decreased overhead cost by making individualized negotiations with musicians and liaisons

House Show Curator / Talent Acquirer

(Brooklyn, NY) - Mar 2015 - July 2020

- Spearheaded event coordination to create unique house shows on a quarterly basis since 2015
- Strategically acquired talent & secure venue space
- Ensured show success, communicate and coordinate with musicians while ideating event set-up and promoting to the target audience across relevant social media platforms

Assistant Producer

Studio Center Total Production (Norfolk, VA) - Sep 2012 - Jan 2013

- Coached, recorded, and edited voice talent for TV, Radio, and Film
- Increased workflow production by adapting interactions based on talent or client's unique personality and needs
- Completed personal assignments prior to deadlines through improved studio communication and initiating team collaboration