

# MOLLY ELYSE MCGILL

## SOUND ENGINEER & SOUND DESIGNER

### CONTACT

214-907-5738

mollyelysemcgill@gmail.com

### SKILLS

Protools  
Logic Pro  
Audacity  
Autocad  
Qlab  
Dante  
Yamaha  
Midas  
Digico  
Allen & Heath  
Ease  
Soldering

Microsoft Office Suite  
Verbal/Written Communication  
Complex Problem Solving

### EDUCATION

#### UNIVERSITY OF NORTH CAROLINA SCHOOL OF THE ARTS

ANTICIPATED BFA IN SOUND DESIGN  
MAY OF 2024

Wade Wilson  
Professor of Sound Design UNCSA  
wilsonw@uncsa.edu

Lindsay Putnam  
Professor of Sound Design UNCSA  
putnaml@uncsa.edu

### WORK EXPERIENCE- SELECTED

#### Audio Engineer (Seasonal)

Chautauqua Theatre Company/ Chautauqua, NY/ June 2023-August 2023

- Served as the sound mixer for all main stage shows
- Responsible for Video Projection set up and cues within mainstage shows
- Configured, set up, tested and operated equipment to suit the acoustics of the venue
- Executed daily system checks including: power-up and shut down procedures
- Maintained wired and wireless intercom equipment
- Managed equipment maintenance such as cable repair/soldering, repairing broken intercom equipment, and maintaining CTC's QLab system

#### Audio Engineer

Firehouse Theatre/ Farmers Branch, TX/ June 2018-July 2021

- Responsible for mixing and operating Qlab for each Show
- Accountable for taking inventory and testing sound equipment and video projector
- Executed daily system checks including: power-up and shut down procedures
- Maintained house sound system, dressing room monitors, Orchestra monitors and backstage video monitors
- Set up any auxiliary sound system needs on a show by show basis

#### Backgrounds Editor

Pause/Play /Dolby x Ghetto Film School/ March 2023

- Accountable for finding, manufacturing, recording, and editing sound effects and backgrounds
- Responsible for setting up ProTools sessions as needed
- Used Protools and Logic Pro to create and/or implement sound effects and backgrounds
- Received regular feedback from the director and editor and implemented new changes as needed
- Prepared Sound Effects Protools Session and Backgrounds Protools Session to be incorporated into the Mix Master session