

Jerson Perez

Audio engineer and sound designer with experience in post-production, theatrical audio, music production, and broadcast systems. Skilled in recording workflows, immersive sound design, playback systems, and technical audio operations. Strong interdisciplinary background bridging engineering, computing, and music.

📍 Los Angeles, CA
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Technical Skills

- DAWs & Software: Ableton Live, Studio One, Reaper, QLab, Davinci Resolve, Izotope RX
- Audio Engineering: Mixing, mastering, dialogue editing, sound design, Foley, synthesis, field recording
- Systems & Playback: Dante routing, multi-speaker systems, broadcast workflows, live playback systems
- Audio Processing: Noise reduction, waveform editing, signal processing, signal flow, audio restoration
- Programming: Python, Pure Data, C, C++, HTML, CSS

Experience

Theatre School @ North Coast Rep - Sound Designer

May 2025 - Apr 2026

Solana Beach, CA

- Designed immersive soundscapes using foley, synthesis, and field recordings.
- Programmed detailed cue systems in QLab and supported live playback workflows.
- Collaborated with directors and production teams to design and implement theatrical audio experiences.

UCSD Theater Department — Assistant Sound Designer

Jan 2025 - May 2025

La Jolla, CA

- Recorded, edited, and mixed voiceovers and ambient audio for MFA production Motherloss.
- Managed Dante routing, multi speaker layouts, and technical playback systems.
- Supported full design pipeline from conceptualization to tech week execution.
- Edited and processed dialogue recordings for clarity and consistency.

KSDT Radio — Computer Engineer

May 2024 - Jul 2025

La Jolla, CA

- Maintained broadcast infrastructure and audio systems.
- Led website redesign and initiated development of station mobile app
- Developed workflows bridging engineering and creative media needs.

UCSD Academic Connections Program — Resident Advisor

May-July 2023 & 2024

La Jolla, CA

- Led student engaging recreative programs.
- Led workshops, community events, and AV technical setups.
- Mentored students and supported academic success.

Education

Georgia Institute of Technology - M.S. Music Technology

(Starting Aug 2026)

University of California, San Diego - B.A. Interdisciplinary Computing & the Arts

Oct 2020 - Jul 2025

Minor: Computer Science

Creative & Technical Projects

Hiraeth — Senior Project

Produced and engineered a concept album integrating sound design, field recordings, synthesis, and narrative composition.

The Arkangels — Drummer

Performed at major events and collaborated on studio recording, arrangement, and production.

Musician's Club — Concert Director

Planned, organized and directed Iconic Chronicles, a large-scale student concert. Managed jam sessions, open mics, as well as the video and audio production of these.

Xelestial — Producer, Session Drummer

Recorded, mixed, and mastered the single Paradox while managing session production and drum performance workflows.