

Andrew Kenneth Seger

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Background and Interests

Active in the worlds of Production, Post-production, and Instruction, I have a theoretical training based in hands-on experience. A B.A. in Film & Digital Media from University of California, Santa Cruz along with an M.A. in Radio & Television from San Francisco State University give an academic edge to 10 years experience in post production and production. After Instructing at SFSU (experimental video theory, ProTools, audio production), I went on to work production on film, commercial, and video shoots, while acting as a Board Op for corporate events in the SF Bay Area. After relocating to Brooklyn, NY, I have focused my efforts on editing and scoring with several high profile projects in feature films and advertising.

EDUCATION

2007 M.A. – Radio & Television, San Francisco State University

2000 B.A. - Film and Digital Media, University of California Santa Cruz

EMPLOYMENT

- 6/2010 Line Producer/Assistant Editor, Tall Black Girls
Oversaw final edit and output of an in-show media presentation during the *CFDA Fashion Awards* (Diddy intercut with scenes from movies).
- 5/2010 - present Editor/Producer, Blue Sky Films
Editing and producing the feature length documentary, *Sex, Drugs & Comedy*.
- 1/2010 - present Composer/Audio post, Troublemakers Film, Inc
Composed and produced original music and sound design for commercial spots.
- 11/2009 -present Editor, A Nu Day Media LLC/ K7 / Gold Dust
Editor EPKs for K7 records recording artists (Wu Tang Clan, etc)
- 9/2009 - 2/2010 Editor, The Bureau, Inc / Cross Eyed Productions
Editor for the Feature film, screening at Sundance, *Memory of the Days to Come*, in post production. www.thebureau.co.uk ,
- 9/2009 – 7/2010 Editor, Autonomic Films
Editor for the web series, *Peripheral City*.
- 7/2009 - 10/2009 Art Coordinator, LC, Inc
Art Dept Coordinator for LC, Inc's Season 4 of *The Whitest Kids U Know*, currently in production. Budgeting, receiving, running, general office assistance.
- 3/2009 - present Audio Post, Experience Publishing/Treasury of Health Secrets Online
Audio editing and sound quality management for the online interview series, *Bottom Line Health*, on treasuryofhealthsecretsonline.com
- 1/2008 - 2/2009 Sound Board Operator, Peter Brown and Assoc.
Corporate event sound reinforcement; P.A. set up, operation and striking for events.

- 7/2008 -12/2008 Composer, Severin Films/Moviehead Pictures, *BIRDEMIC*
Compose and produce original music for the feature, *BIRDEMIC: Shock and Terror*.
- 1/2008 -10/2008 Luthier, Alcatraz Guitars
Construction of electric guitar necks and bodies for James Trussart custom Guitars, www.jamestrussart.com. Milling, layout, routing, and assembly.
- 1/2008 - 6/2008 Lecturer, San Francisco State University
BECA 230 - Audio Production I.
A 70 student capacity audio production class that introduces the basics of audio for media production.
- 8/2007 - 12/2007 Lecturer, San Francisco State University
BECA 440 – Media Aesthetics II
A 25 student capacity video production class that examines media aesthetics concepts as they apply to experimental video practice.
- 7/2007 - present Musical composer and sound designer, feature length documentary, "*Searching for Penn Su*," Chul Heo, producer, (in production).
- 4/2007 Composer, SFSU PSAs, "*Important Days*," "*Operation Guilt*," & "*Chances*"
Scored 3 Public Service Announcements that aired on KSFS, San Francisco State University.
- 3/2007 Composer, Turner Music Publishing, Inc., Adult Swim Channel,
Scored music for the live-action series FGSII (*Fat Guy Stuck In Internet*).
- 2/2006 - 12/2006 Graduate Assistant BECA 231, San Francisco, State University
A 25 student capacity class that taught the fundamentals of studio signal flow and **ProTools 6.7**. I held this position for 2 semesters and was asked to continue teaching the class.
- 2/2004 - 10/2005 Live Sound Engineer, The Ivy Room, 858 San Pablo, Albany, CA
Managed the sound needs of all of the bands/djs that performed. This included mic'ing bands ranging from 10 piece bluegrass ensembles, to African instrumentation, to laptops, and mixing onstage monitoring as well as the club PA.
- 6/2003 - 10/2003 Ringtone Composer, Faithwest Inc, San Francisco
Transcribed popular music into a General MIDI format to be downloaded as polyphonic ringtones. Software used: Reason 2.5, Micrologic, and Cubase SX.
- 4/2002 - 12/2002 Quality Assurance, SEGA America/Psinapse, San Francisco
Ensured the quality of emerging games. While only contract work, I began as one of 200 employees and by the end of the holiday run I was one of 6 remaining testers. Titles tested: Phantasy Star Online for the Xbox as well as Super Monkeyball 2.

SOFTWARE PROFICIENCIES and EXPERIENCE

Final Cut Pro / Studio	9 years
Logic Pro	7 years
Ableton Live	6 years
ProTools	5 years
Soundtrack Pro	4 year
Adobe Photoshop	8 years

In addition to working onsite, I edit from my home studio where I operate Final Cut Studio 3 (FCP 7) on a 2.8GHz quad-core Intel i7 iMac supported by a 2.33GHz Intel Macbook Pro with parallel monitors and KRK V6 speakers running through a MOTU Ultralite for audio monitoring.