

ZACK FRANK

CONTACT

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zackfrankmusic.com

Demo Reel



SOFTWARE

- Logic Pro
- Pro Tools
- Izotope RX
- Cubase
- Vienna Ensemble PRO
- Wwise
- Finale
- Digital Performer
- Unity
- Jira
- Microsoft Office/G Suite
- Descript
- Adobe Photoshop

SKILLS/INTERESTS

- Scoring to Picture
- Sound Design
- Songwriting
- Orchestration
- Field Recording
- Podcasting
- Guitar/Piano/Voice
- PROs and Sync Licensing
- Film/Game Events
- Visual Art/Illustration
- Audio and Video Editing
- Arranging
- Virtual/Augmented Reality

SUMMARY

Composer, sound designer, and vocalist with a passion for video games, podcasts, television, and film. Works in a variety of styles but specializes in horror and ambient music. Seeking audio production and music composition positions. Works best with a team of like-minded creative people in a fast paced environment.

EXPERIENCE

Chief Audio Engineer/Sound Designer, *Business Trip* Podcast January 2021 - Present
Remote

- Podcast audio editing/mixing/mastering
- Sound Design and Music Supervision/Composition

Chief Audio Engineer, *Herb Mentor* Podcast May 2022 - Present
Remote

- Podcast audio editing/mixing/mastering

Music Assistant, Independent Artist (Muted Circus) July 2020 - Present
Remote

- Prep music files for custom audio library
- Transcribe artist's discography

Freelance Composer August 2019 - Present
Remote

- Write, record, and produce music for films, podcasts, games, and music libraries
- Collaborate with musicians to add live instrument tracks to scores
- Songwriter/producer for Songfinch, a customized song service

Choral Scholar, Grace & Holy Trinity Episcopal Church September 2021 - Present
Richmond, VA

- Attends weekly choir rehearsals, services, and occasional special events
- Sings both Bass and Tenor as needed

Music Studio Intern, Q Department June 2018 - August 2018
New York, NY

- Composed music demos for TV ads based on customer briefs and fast turnaround time
- Helped prepare and set up microphones for recording sessions
- Music catalog tagging, data entry, and management

Video Game Composer, Berklee and Northeastern Game Jams October 2015 | April 2018
(48-Hour Game Development Festivals)
Boston, MA

- Worked in Unity to build a 2D game using C# with audio implemented using Wwise
- Collaborated with video game designers; composed, and implemented music and audio

EDUCATION

Berklee College of Music
Boston, MA | 2015-2019
Bachelor of Music in Film Scoring, Minor in Video Game Scoring
Graduated Cum Laude May 2019

ADDITIONAL EXPERIENCE

Event Staff, PAX EAST Square Enix Booth February 2020
(Eastridge Workforce Solutions)
Boston, MA

- Ticket and line management; interaction with attendees promoting Final Fantasy VII Remake
- Set up and tear down booth; assist in maintaining clean environment for game demos

President, PXL8 Video Game Choir Sept 2017 – May 2019
Berklee College of Music, Boston, MA

- Coordinated, scheduled rehearsals, booked performances, gigs, and recording sessions