
Adam Sauka

Pittsburgh, PA

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(814) 691-0490

EDUCATION

Bachelor of Music in Music Technology, Duquesne University, Pittsburgh, PA

Expected May 2024

Concentration: Sound Recording

GPA: 3.5

TECHNICAL SKILLS

Programs: Proficient in using Pro Tools, Logic Pro X and Presonus Studio One. Experience using Finale and Final Cut Pro Software.

Hardware: Exposure to large-scale analog recording consoles, large-scale analog and digital live sound consoles, and digital-signal processing units. Skilled in best practices in production cable wrapping and proper equipment packing techniques.

PROFESSIONAL EXPERIENCE

Internship

Red Caiman Media – September 2023 to December 2023

- Learned how to conduct professional recording studio sessions with clients.
- Observed techniques to complete postproduction audio for television and film.
- Was taught techniques on how to efficiently and professionally complete audio projects for music, film and audiobooks.
- Ascertained understanding of the artistic process while interacting with artists, clients, and performers.

Stagehand

IATSE Local #3 – August 2022

- Loaded in and out heavy audio, lighting, and visual equipment for stadium/arena sized concerts and events.
- Assisted and partnered with on-site audio teams in setting up line array systems and cabling.
- Operated, handled, and deployed equipment in a safe manner while also deploying equipment in a time efficient manner.

FOH Engineer

Cresson Lake Playhouse – June 2021 – August 2021

- Maintained and operated as a front of house sound engineer during indoor and outdoor events.
- Set up sound equipment for live outdoor performances and maintained balance of a comfortable listening experience for the audience.
- Troubleshoot problems with live audio equipment during playback.
- Deployed and operated analog live sound equipment.
- Balanced live audio feed of stereo backing tracks during performances.
- Collaborated with artists and performers on their specific needs regarding FOH sound being received by the performers and audience.
- Timed the playing of pre-recorded music and effects tracks during a live performance.