

CATHRYN STARK

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My introduction to sound design was via an old mentor who was impressed with my keen attention to detail. Immediately, I fell in love with the craft and have since strived to create larger than life sounds that pierce through people's cores.

In my 10 years as an audio engineer, I've challenged myself to become proficient in any sound role. I'm looking for new opportunities to grow my abilities while working alongside passionate and skilled peers on cool projects!

EXPERIENCE

DELTA EX MACHINA

2024 - PRESENT

→ Sound Designer / Audio Engineer, Founder

- Partner with clients to create matching audio-scapes for films, documentaries, animation, youtube, games and ads.
- Design, edit, foley, mix and implement projects while adhering to required audio standards.
- Provide dialogue recording, editing and clean up.

PROJECTS

- o **Para(NOT!)Normal (2026): Animation Pilot** - Dialogue Editor, Sound Designer, Sound Effects Editor, Re-Recording Mixer
- o **The Toymaker and the Bots (2025): Animation** - Dialogue Editor, Sound Effects Editor, Re-Recording Mixer
- o **Wildeckin (TBA): Unity Game** - Sound Designer
- o **The Headmaster Levels Up! (2024): Animation** - Dialogue Editor, Sound Designer, Re-Recording Mixer

ANOTHER COUNTRY

2018 - 2025

→ Assistant Audio Engineer

- Assisted mixers on commercials, feature films and documentaries via sound effect searches, sound effects editing, sound design and foley.
- Listened down to mixes for quality control, packaged and posted mixes/submixes for clients.
- Communicated with clients, mixers, editors and producers to ensure sessions stayed on track.

PROJECTS

- o **Chain Reactions (2024): Documentary** - Dialogue Editor
- o **Fresh Kills (2023): Feature Film** - Foley Artist & Sound Effects Editor
- o **After Light (2021): Short Film** - Dialogue Editor, Sound Designer, Re-Recording Mixer

STARK & STERLZ

2016 - 2024

→ Sound Designer / Audio Engineer, Co-Founder

- Partnered with clients to create matching audio-scapes for film, animation and other visual media.

PROJECTS

- o **Transformers: Combaticons (2023): Animation Pilot** - Dialogue Editor, Sound Designer, Re-Recording Mixer
- o **Gravity Falls: Return to the Bunker (2023): Animation** - Dialogue Editor, Re-Recording Mixer
- o **Mother 3 Tribute (2022): Animation** - Sound Designer, Re-Recording Mixer

AWARDS & RECOGNITIONS

MIDWEST FILM FESTIVAL

2022

Best of the Midwest Award Nominee for "After Light"
Best Sound Design

EDUCATION

NORTHEASTERN ILLINOIS UNIVERSITY

2016 - 2018

→ Bachelor's of Science, Audio Engineering & Sound Design

FLASHPOINT CHICAGO

2014 - 2015

→ Associate of Applied Sciences, Recording Arts

DAWS, PLUGINS & SOFTWARES

Avid Pro Tools Ultimate, Cockos REAPER,
Izotope RX Advanced Suite, Soundtoys 5 Suite,
Unreal Engine 5, Audiokinetic Wwise, FMOD,
Soundminer, Soundly, Source Connect, ConnectionOpen

CERTIFICATIONS

Audiokinetic Wwise-101

2024

PORTFOLIO & REEL

<https://deltaexmachina.com/work>