JULIAN MERCER

AUDIO ENGINEER

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PROFESSIONAL SUMMARY

Audio Engineer with 9+ years in recording, mixing, and live sound for studio and touring productions. Handles tracking, editing, and mixing in Pro Tools, runs front-of-house for venues up to 5,000 capacity, and delivers masters that meet streaming and broadcast loudness specs.

PROFESSIONAL EXPERIENCE

Staff Mix Engineer Feb 2022 - Present
Sony Pictures Studios, Culver City, CA

- Mix dialogue, effects, and music stems for streaming episodes and short films in Pro Tools, delivering 20+ projects a year to client loudness specs.
- Recorded and edited ADR sessions with up to 8 actors a day and matched room tone for seamless replacement dialogue.
- Cut mix revision rounds from three to two by sending reference mixes with notes and A/B comparisons before client review.
- Calibrated a 7.1.4 Dolby Atmos room and trained two junior engineers on the monitoring chain and metering workflow.
- Restored noisy field recordings with iZotope RX and brought an unusable interview track to broadcast quality.
- Archived session files and stems to a consistent folder standard, so projects could be reopened within minutes after two years.

Front of House Engineer May 2019 - Jan 2022
Another Planet Entertainment, Oakland, CA

- Mixed front of house for 150+ shows a year at venues from 500 to 5,000 seats, using a DiGiCo SD series console.
- Tuned system EQ with measurement mics and delay setup for each room, which cut complaints about uneven coverage to near zero.
- Ran line checks and soundchecks in 30 minutes for four-band bills, keeping doors on time for the audience.
- Built input lists and stage plots for touring acts and shared them with advance engineers a week before load-in.
- Maintained and repaired mics, DI boxes, and cables on a labeled maintenance schedule and cut on-show gear failures by roughly half.

Assistant Engineer Jun 2016 - Apr 2019
Capitol Studios, Hollywood, CA

- Set up microphones, headphone mixes, and signal paths for sessions of up to 40 musicians in the live room.
- Edited and comped vocal takes for pop and jazz sessions, delivering clean tracks to the mix engineer the next morning.
- Documented session files, tape logs, and delivery formats so mix and mastering teams could find every stem.
- Tracked patch bay changes and console resets between sessions, which kept turnaround under 45 minutes.

CORE SKILLS

Pro Tools | Mixing and mastering | Dolby Atmos | Mic technique and placement | Live sound and FOH | Signal flow and patching | iZotope RX | Acoustics and room tuning | ADR and dialogue editing | Dante and digital audio networks | Loudness standards | Session archiving | DiGiCo and Avid consoles

EDUCATION

Bachelor of Music in Music Production and Engineering, Berklee College of Music, Boston, MA

CERTIFICATIONS

Avid Pro Tools Certified Operator, Music | Audinate Dante Certification Level 2