JULIAN MERCER

VOICE ACTOR

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PROFESSIONAL SUMMARY

SAG-AFTRA voice actor with 9+ years in audiobook narration, commercial, and video game work. Delivers clean first takes from a treated home studio, directs character voices across long scripts, and works to tight deadlines for publishers and brand clients.

PROFESSIONAL EXPERIENCE

Audiobook Narrator and Voice Actor Mar 2020 - Present
Audible Studios, Newark, NJ

- Narrated 45 fiction and nonfiction titles, recording and self-editing about 20 finished hours a month from a treated booth.
- Delivered chapters meeting ACX technical specs on the first submission 95% of the time by keeping noise floor under -60 dB RMS.
- Created 8 to 10 distinct character voices for a fantasy series and kept them consistent across four books by logging each voice sample in a reference file.
- Cut pickup and correction sessions by about a third by marking pronunciation notes and character names during pre-read.
- Coached two newer narrators through contracts and file prep as a peer mentor in the studio's roster program.
- Maintain a library of 30 audition-ready samples across genres and landed 9 new titles from submissions in the past year.
- Check each finished chapter against the manuscript with a proofing pass, catching mispronunciations before the publisher's QC review.

Voice Actor, Game Audio Jan 2018 - Feb 2020
Electronic Arts, Redwood City, CA

- Recorded dialogue and combat efforts for sports and action titles, delivering 600+ lines a session under audio director guidance.
- Matched lip-sync timing and emotional range across multiple takes so each line fit the animation on the first pass.
- Protected vocal health across 4-hour sessions with scheduled warm-ups, hydration breaks, and rest rotation.
- Worked with audio directors by remote and in-person sessions to deliver revisions within the same day.
- Voiced crowd and NPC lines for a franchise title, recording 40 variations of one scene so the game avoided obvious repeats.
- Recorded alternate reads of key story lines in three emotional registers so the narrative team could pick the best fit in context.
- Kept a per-session line tracker with take numbers and director picks, which sped up file naming and handoff to the audio team.

Commercial and Narration Voice Talent Jun 2015 - Dec 2017
Penguin Random House Audio, New York, NY

- Voiced radio and web spots and e-learning modules, completing 30+ jobs a year from agency scripts.
- Recorded short audio samples and demo reels for casting directors, landing three repeat clients from submissions.
- Edited and mastered each session using iZotope RX to remove breaths and mouth noise before delivery.
- Learned audiobook direction and narration pacing from studio directors during early staff sessions.

CORE SKILLS

Audiobook narration | Character voices | Commercial reads | Game dialogue and efforts | Script analysis | Voice health | Pro Tools | Adobe Audition | iZotope RX | Home studio setup | Source-Connect and remote sessions | Demo reel production | Lip-sync matching

EDUCATION

Bachelor of Arts in Theatre, Emerson College, Boston, MA

CERTIFICATIONS

Member, SAG-AFTRA