

Jon Zielke

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Sound Designer, Engineer, and Technician

www.jzsounddesign.com

Selected Productions

Show	Company	Director	Date
<i>A Doll's House</i>	Missouri Baptist University	Kasey Cox	11/2020
<i>Sound Designer. My roles included selecting music, selecting and creating sound effects, modifying / adapting / tuning the existing PA system in the venue suitable for reinforcing a drama, coordinating and preparing wireless microphones, training and supervising the student mixer, ensuring quality of the mix, troubleshooting, and programming / running QLab during the show. Venue SC48 console.</i>			
<i>Peter and the Starcatcher</i>	Missouri Baptist University	Kasey Cox & Sarah Dickey	9/2020
<i>Sound Designer. This show was done as a live movement piece only, with the entire script being pre-recorded due to the risks of COVID-19 and a fully live show. My roles included recording the entire cast, and mixing the show plus music (Music Director - Michael Frazier) and sound effects in Reaper, which I then exported by scene into QLab. The show required the creation of complex soundscapes such as a storm at sea and the creaking hull below decks while still maintaining intelligibility of the voices. I also trained and supervised the student sound technician, as well as modifying and tuning the venue's PA system. Venue SC48 console.</i>			
<i>A Gentleman's Guide</i>	Vivre Theatre	Adam Grun	12/2019
<i>Sound Designer & Mixer. My roles included selecting and creating sound effects, modifying / adapting / tuning the existing PA system in the venue, coordinating and preparing wireless microphones, mixing the show, troubleshooting, and programming / running QLab. M32 console.</i>			
<i>Expecting Isabelle</i>	All Student Theatre, WashU	Rose Shapiro	4/2017
<i>Sound Designer. My roles included selecting and creating sound effects and music, designing, specifying, and setting up the entire sound system in an outdoor venue, programming QLab, training and supervising the sound technician, troubleshooting, providing production comms via two-way radios, and coordinating with the rest of the production team with regards to coordinating the sound order with other equipment orders, schedules, and budgets. X32 console.</i>			
<i>Nina Simone: Four Women</i>	St. Louis Black Rep	Ron Himes	5-6/2019
<i>Sound Engineer & Mixer, under designer Justin Schmitz. My roles included setting up the console, special FX speakers, fills, and foldback according to the designer's specifications, assisting with system tuning, setting up and maintaining the wireless system, mixing the show while maintaining the designer's vision for the sound after he departed, troubleshooting, and running QLab. I also engineered a creative solution for the use of a vintage vocal mic out in the house for pre-show announcements and the first song without requiring a cable. I accomplished this by running a B3 element up the mic stand and fixing it to the underside of the microphone, completely concealing it from the audience. The wireless pack was taped to the bottom of the mic stand. X32 console.</i>			

Skills

Fluent in QLab V.3 and 4
Fluent with Mac and PC audio
Fluent with Reaper DAW for audio recording
Fluent in Adobe Audition / Soundbooth
Experienced with setup, coordination, operation, troubleshooting of wireless audio
Knowledgeable of PA system signal flow, operation and troubleshooting.
Audio recording methods (voice, multitrack, instrumental, and sound effects)

Fluent with X32/M32 console ecosystem
Working knowledge of COM systems
Familiar with Yamaha QL/CL/Rivage, LS9, Avid SC48

Employment:

Owner/Operator/Sound Designer, JZ Sound Design (freelance)	June 2016 - Present
On-call Sound Engineer and Stage Technician, COCA, St. Louis	April 2020 – August 2022
On-call Sound Engineer and Stage Technician, Chaminade, St. Louis	March 2021 – August 2022
On-call Sound Designer, TLT Productions, St. Louis	2017 – July 2022
On-call Sound Technician / Stage Technician, WashU Edison Theatre	2016 - 2018
On-call Sound Technician, Tin Roof Bar, St. Louis	2017 - 2019

Additional Selected Work:

Associate Designer/Tech - <i>ANON(ymous)</i> Dir. Bill Whitaker, Washington University 2014	
Designer/Engineer - <i>Sky Sky Sky</i> Dir. Annamaria Pileggi, Washington University 2015	
Designer/Engineer - <i>Telegraph</i> Dir. Andrea Urice, Washington University 2015	
Asst. Designer/Tech - <i>Company</i> Dir. Annamaria Pileggi, Washington University 2015	
Designer/Engineer/Tech - <i>Elephant's Graveyard</i> Dir. Jeffery Matthews, Washington University 2016	
Designer/Engineer/Mixer - <i>Passing Strange</i> Dir. Ron Himes, Washington University 2016	
Designer/Engineer - <i>Thinking It</i> Dir. Andrea Urice, Washington University 2016	
Designer/Engineer/Mixer - <i>Voices: Sounds of America</i> Dir. Tre'von Griffith, TLT Productions 2017	
Designer/Technician - <i>Tangled</i> Dir. Tre'von Griffith, TLT Productions 2017	
Designer/Engineer/Mixer - <i>Urinetown</i> Dir. Jeffery Matthews, Washington University 2017	
Designer/Tech - <i>Beyond The River</i> Dir. Tre'von Griffith and Lauron Thompson-Cosby, TLT Productions 2018	
Designer/Engineer/Mixer - <i>Something Like Godspell</i> Dir. Tre'von Griffith, TLT Productions 2018	
Associate Designer - <i>Noises Off</i> Dir. Kate Biddle, All Student Theatre @ WashU 2018	
Designer/Engineer/Mixer - <i>It's A Wonderful Life</i> Dir. Dave Houghton, Next Generation Theatre 2018	
Designer/Engineer/Mixer - <i>Jekyll and Hyde</i> Dir. Adam Grun, Next Generation Theatre 2019	
Designer/Engineer/Mixer - <i>Anything Goes</i> Dir. Kasey Cox, Missouri Baptist University 2019	
Designer/Engineer - <i>The 39 Steps</i> Dir. Sarah Dickey, Missouri Baptist University 2019	
Designer/Engineer/Mixer - <i>Legally Blonde</i> Dir. Annamaria Pileggi, Washington University 2019	
Engineer/Technician/Mixer - <i>Little Women</i> Dir. Vanessa Waggoner-Zayas, Dayspring St. Louis 2019	
Designer/Engineer/Mixer - <i>Into The Woods</i> Dir. Kasey Cox, Missouri Baptist University 2020	
Designer/Engineer - <i>Songs For A New World</i> Dir. Andrea Robb, Missouri Baptist University 2020	
Audio consultant for Skinker-Debaliviere Porchfest in St. Louis	2017 - 2019
Sound engineer for Retina Burn lighting showcase at WashU	2017 - 2019

Full CV available at: www.jzsounddesign.com

Education:

B.A., Biology from Washington University in St. Louis, Class of 2018

References:

References available upon request.