

CATHRYN STARK

cathryn@deltaexmachina.com

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 almost 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 Wildekin (2026): *Unity Game* - Sound Designer
- o Hue, Pulse (TBA): *Unity Game* - Sound Designer
- o Nightshift Galaxy (TBA): *Unreal 5 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 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>