

# MICHAEL COPLAN SCHAPIRO

Sound Design Recording Music Composition Interactive & Graphic Design

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## PROFESSIONAL EXPERIENCE: SOUND/MUSIC PROJECTS, 1999-PRESENT

### •Sound Designer and Editor, Margarita Mix Hollywood

6838 Romaine Street Los Angeles, CA 90038

**Motorcity** (TV series, 17 episodes) Disney XD

Texas-ify It (21 May 2012)

The Duke of Detroit (7 June 2012)

Vendetta (14 June 2012)

Blonde Thunder (21 June 2012)

Going Dutch (28 June 2012)

Ride of the Fantasy Vans (5 July 2012)

The Duke of Detroit Presents (12 July 2012)

Off the Rack (19 July 2012)

**Black Dynamite: The Animated Series** (TV series, 4 episodes) Adult Swim

Apocalypse, This! Or for the Pity of Fools Aka Flashbacks Are Forever (2012)

The Shit That Killed the King or Weekend at Presley's (2012)

A Crisis for Christmas or The Dark Side of the Dark Side of the Moon (2012)

Bullhorn Nights or Murder She Throats (2011)

### •Sound Designer, Gametracks (a division of Danetracks),

7356 Santa Monica Blvd, West Hollywood, CA,

**Ratchet and Clank: All 4 One** (VG) Insomniac

Creature Vocals and Additional In-Game Cinematic Sounds for Yeti Enemy

**Diablo III** (VG) Blizzard

Additional In-Game Environmental Object Sound Design

**SHIFT 2: Unleashed** (VG) EA

Main Menu User Interface Sound Design

**World of Warcraft: Cataclysm** (VG) Blizzard

Creature, Ambience, and Doodad In-Game Sound Design

**Blur** (VG) Activision

In-game Sound Effects Design and User Interface Sound Design

**Lineage II: The Chaotic Throne** (VG) NCSoft

In-Game Creature Sound Effects and Vocal Design for Expansion Pack

**Sonic and SEGA All Stars Racing** (VG) SEGA

Sound Designer for Tradeshow Trailer

**Marvel Ultimate Alliance 2** (VG) Activision

Sound Designer: Cinematics

**X-Men Origins: Wolverine** (VG) Activision

Sound Designer: Cinematics

**Monsters Vs. Aliens** (VG) Activision

Sound Designer: Cinematics

•**Editor, Engineer, Danetracks, Inc,**

7356 Santa Monica Blvd, West Hollywood, CA,

*Unknown White Male “Geronimo” Theatrical Trailer*

Apprentice Sound Editor (MPEG)

*The Cabin In The Woods*, director, Drew Goddard (Release: 2011)

Apprentice Sound Editor (MPEG)

*Chum*, director, Gavin Carlton (Release 2010)

Supervising Sound Editor

*The Day The Earth Stood Still*, director, Scott Derrickson (Release 2008)

Danetracks Mix Stage Editorial Systems Engineer (uncredited)

•**Additional design/management projects at Danetracks: 2008-Present**

•Created and managed production of letterhead logos, graphics and headquarter signage, and other marketing materials.

•Designed custom software using Max/MSP.

•Recorded foley, field, and SFX sounds.

•Organized archival library and designed company SFX database management workflows.

•**Sound Editor at Soundswild, Inc,**

7356 Santa Monica Blvd, West Hollywood, CA

*The Wayshower*, director, Jsu Garcia

Hard Effects and Sound Design

•**Freelance Sound Experience—2002-2010**

*Suit Up: Season 2*

Sound editorial and trailer mixing.

*The Klare Project*, independent short animated film, dir. Drew Newman

Sound Editor and Mixer

*Trivia For Suits*, online video game show, produced by Visualplasma Media, Chicago, IL.

Audio recordist/boom operator for cutaway shots and trivia questions.

**eBay Testimonials**, online video production, SpaceMan Media, New York, NY.

Audio recordist at the DO Division/Renegade Craft Fair in Chicago, IL.

*The Catch*, proposed pilot for the Outdoor Network, Standoff Studios, Lincolntown, GA.

Lead Post-production sound.

*Growing Down*, narrative film directed by Jeremy Bowditch; Savannah, GA

Lead Production sound, post-production editing and mixing.

*Heart, Sword, Perseverance*, documentary film, directed by Andrew Bush. Tokyo, Japan.

Location sound, post-production editing and mixing.

**CGMusic, Evanston**, Evanston, IL. Chris Granner, principal.

Composed several tracks of music for *The Sopranos* pinball game, produced by Stern Pinball.

Sound-edited samples for Elvis pinball game.

Edited and integrated vocal tracks for “WWE Raw 3,” X-Box video game.

*Proficiencies, Education and Awards: Please see page 3*

## PROFICIENCIES

- Extremely quick study in any studio or production hardware and software.
- Software:** Avid *Pro Tools* v5 through v11, *Waves, McDSP, GRM, SoundToys, Serato, Melodyne,* and *Izotope* plug-ins, Cycling '74 *Max/MSP/Jitter*, Native Instruments *Reaktor* and *Komplete*, Steinberg *Cubase*, Adobe *Creative Suite*.
- Hardware:** Avid Pro Tools HD systems and consoles; Production gear such as the *Wendt X5, PS Alphamix, Sound Devices 442*; boom operation; hard disk recorders such as the *Fostex FR2, Sound Devices 722, Korg MR-1000*, and various DAT and handheld systems.

## EDUCATION

- Bachelor of Fine Arts, Sound Design, Savannah College of Art and Design, 2006**  
Minor, Interactive and Game Design.
- Internships:**
  - Danetracks, Inc,** West Hollywood CA.  
July 2008 – October 2008
  - Audio Recording Unlimited,** Chicago, IL.  
Jan 2008 - March 2008.
- Teller/Madsen Museum Design,** Chicago, Illinois  
Summers, 1999-02
- Graduate, Evanston Township High School, 2002**
- Rising Star Program, Savannah College of Art and Design, 2001**
- High School Institute, Columbia College, Chicago, 2000**

## AWARDS AND RECOGNITIONS

- Illinois Music Educators Association (IMEA)**  
First Place in Avant Garde/Electronic category, Composition Competition, 2001, Peoria, Illinois
- Second Annual Illinois Student Technology Conference, 1999.**  
Student presenter. Was the sole freshman chosen by high school to present.
- Savannah College of Art and Design, Savannah, Georgia:**  
Dean's List; Combined Merit II Scholarship