

# Mark Lindsey

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## OBJECTIVE

I am seeking to further my career as a professional Music Composer, Sound Designer, Web/Flash Designer, and Database Developer, expanding my experience, talents and skills to their fullest potential. I pride myself in offering loyal, honest, innovative and efficient service to a company that is willing to challenge my abilities and facilitate the expansion of my skill-set.

## SKILLS & QUALIFICATIONS

### **Music Composer**

Well versed in composing and producing original digital audio and MIDI compositions for a wide variety of markets, including Commercial Music, Video Games, Electronic Toys, Ring Tones, Interactive/Multimedia, Web, Broadcast, Film, Video, and Telephony. Experienced in most phases of production including composition, talent coordination/contracting, recording, mixing, mastering, processing, compression, burning, and duplication. Familiar with current Mac production and editing software with a keen aptitude to quickly learn new (Mac and Win) software and development procedures. Over 18 years of professional audio industry experience. (Many demos available on [PrimaryElements.com](http://PrimaryElements.com))

### **Sound Designer**

Experienced in creating and editing custom sound effects, ambient backgrounds, and voices for many markets, with an emphasis in the video game and consumer toy industries. Well versed in design, editing, and processing techniques, and large-scale audio batch processing and asset management.

### **FileMaker Pro Database Developer**

Over 13 years of experience designing and creating complex relational FileMaker 6/7/8 database application suites and one-off database applications with an emphasis on media productivity and data warehousing. Over 9 years of administration experience for multi-user, mixed-platform FileMaker Pro solutions. Experienced with Troi-File and SMTPit plug-ins.

### **Macintosh Systems Specialist**

Over 18 years experience installing and maintaining Mac systems, with an emphasis on audio workstations, mixed-platform networking, and data storage/management systems. (Also experienced with Windows XP.)

### **Web/Flash Designer**

10 years of web design and 2 years of Flash design experience with an emphasis on audio and video media for the entertainment industry (portfolio available at [FADsites.com](http://FADsites.com)). Experienced with hand-coding, Dreamweaver, Fireworks, SEO, and some Javascript. Well-versed in web image, audio, and video media design, editing, and preparation for online publishing.

### **Freelance Pro Audio Contractor**

18 years of professional studio design, purchasing, installation, and consulting, including custom studio wiring and patchbay design, soldering, and installation.

### **Small Business Owner**

21 years of practical small business management and operation and over 9 years of e-commerce development and operation, with an emphasis on production music licensing and related audio services and products ([PrimaryElements.com](http://PrimaryElements.com)).

## WORK EXPERIENCE

**Sound Designer • Database/Web Admin** **2000-2005**  
**Creativity, Inc., San Carlos, CA**

Performed custom instrument design, sound effects design, music composition, and complicated MIDI editing for the consumer electronic toy industry. Duties included working with a host of proprietary development tools along with standard design and editing tools such as Logic Pro, ProTools, Peak, various plug-ins, and many others. Many internationally recognized, name-brand clients have been served on over 150 published products. Also developed and administered a company-wide mixed-platform FileMaker Pro production tracking database suite that organized all project development data, status, and notes, coordinated project workflow for over 40 employees, and housed company and client contact and technical information. Also designed and managed several large audio media libraries with custom source audio file extraction functions, and several application-specific and bug-tracking database solutions.

**Owner • Producer** **1998-Present**

**Primary Elements • [PrimaryElements.com](http://PrimaryElements.com), Petaluma, CA**

Developed and operate a web-based production music licensing service. Also offer contract music composition, sound design and other related audio/FileMaker/web services for many markets. Handle all phases of business development, management and operations, including the oversight of sub-contracted professionals.

**Owner • Web Designer** **2000-Present**

**Future Advertising Design • [FADsites.com](http://FADsites.com), Petaluma, CA**

Operate a freelance web site design and hosting service with an emphasis on small business and the entertainment industry. Specialize in designing sites with rich media content. Handle all phases of business development, management and operations. Examples available on FADsites.com.

**Sr. Music Composer • Sound Designer** **1996-2000**

**Konami Computer Entertainment, Redwood City, CA & Chicago, IL**

Duties included original digital audio and MIDI music composition, sound effects design, digital audio editing and audio engine design/implementation for in-house consumer video game titles. Experienced with Sega Dreamcast, Sony PlayStation, Nintendo 64 and Wintel/PC development systems, tools and procedures. Experience in audio mastering/editing, file resolution/size optimization, compression, batch processing, high-density sound project workflow/productivity management, data warehousing/management, scheduling, and product internationalization. Also handled Sound Division purchasing, design and installation of sound studio and audio workstations, and Mac ASIP server administration/support. Titles include: Castlevania Resurrection, ESPN NBA 2Night, ESPN Baseball Tonight, Bottom of the 9th '99, Bottom of the 9th II, Broken Helix, Survivor: Day One, and Pinky & the Brain.

**Owner • Composer • Sound Designer • Technician** **1987-1996**

**Lindsey Sound Design, Long Beach, CA**

Operated a project studio with services including original music composition/production/mixing and sound design for the interactive, film, video, broadcast, and commercial music markets. Functions included audio, computer and MIDI systems programming, consulting, installation, and on-site service, pro audio wiring, audio electronics assembly and troubleshooting, CD mastering/burning, audio transfers, and cassette duplication. Handled all phases of business. Many professional credits.

**Prior technical experience in the Audio/Entertainment/Amusement Park/PC industries available upon request.**

## OTHER SKILLS & INTERESTS

### **Electronics Technician • Inventor**

Experienced with general design, construction, troubleshooting, and repair work. Technical and general knowledge of the inner-workings of electronic devices, including audio and computer hardware (Mac and PC), etc.

### **Performing Musician**

Have some experience performing on keyboards, acoustic and electric guitar, trumpet, and vocals in various musical groups since grade school, including a European Jazz band festival tour in 1983.

### **Amateur Astronomy Enthusiast**

Part-time stargazer enthralled by the conceptual challenges of black holes, dark energy, astrobiology and quantum physics.

## EDUCATION

**Certificate: Industrial Electronics** **1985-1986**

**Marconi Technical, Sacramento, CA**

General electronics theory. Solid-State, TTL and analog devices. Practical consumer and industrial application and design, construction, and soldering skills with NASA instruction.

**Completed with 4.0: Commercial Songwriting & Production • Piano** **1988**

**Long Beach Community College, Long Beach, CA**

Commercial songwriting form and multi-track production techniques.

## SOCIETIES • ORGANIZATIONS • ACCOMPLISHMENTS

### **SFcutters • Final Cut Pro / Apple Pro Apps User Group**

Active group participant and raffle contributor.

### **Amateur Radio Service (HAM Radio) Licensee • ARRL Member • K6LED**

Currently active, with aspirations to serve the community as an emergency amateur radio Operator if called upon. Maintain an emergency communications rig with extended remote operating capability at all times. Completed San Mateo NEST training and now taking ARRL Emcomm course.

### **BMI • Performing Rights Society**

Many copyrighted works on file.

### **CA State VICA (Vocational Instructional Competition of America)**

Placed 3rd in 1985 California State Competition for Electronics Aptitude and Application - High-school competition.

## REFERENCES

Available Upon Request