

# Matt Blackerby

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I have worked as a Sound Mixer, Recordist, Boom Operator, and Foley Artist for various shorts and features, corporate and commercial videos, as well as major television networks.

## Skills

I have experience recording, mixing, and boom operating (often at the same time), as well as recording foley/effects. I have worked with various types of mixers and recorders such as the Sound Devices 7 Series Recorders and the 6 Series Mixer/Recorders. I also own a bag based location sound kit.

Additionally, I have used various makes of shotgun and cardioid/hypercardioid condenser microphones for various environments while booming/mixing or even gathering ambient and natural sounds.

I can coordinate various wireless frequencies in the field, as well as place, hide and record with wireless microphones, specifically lavalier mics, including Lectrosonics and Sennheiser models. Finally I have experience routing audio out to cameras and IFBs and creating a scratch or primary mix in this capacity.

## Experience

December 2017

**Sound Mixer – “#ThisIsNotNormal” by HiContent**

Recorded audio for various on-camera interviews.

December 2017

**Sound Mixer – “Barkfest 2018” National Geographic Commercial**

Recorded dialogue and natural sound.

November-December 2017

**Sound Mixer – “#StayHere” Pilot Episode by Critical Content**

Recorded audio for various people as well as provided a scratch mix for camera and IFB.

October-November 2017

**Sound Mixer – ABC’s “The Great American Light Fight” Season 5&6**

In charge of all sound recorded in the field. Other duties included micing talent, routing audio to camera and IFBs.

July 2017

**Sound Mixer – History Channel’s Docuseries “Pablo”**

Recorded audio for various on-camera interviews.

July 2017

**Sound Mixer – Mountain Dew NBA 3x in Washington DC**

Recorded OTF interviews, as well as unscripted athlete interactions and environmental sounds.

July 2017

**Sound Mixer – “Nitro Circus” Annapolis Live Show 2017**

Recorded Travis Pastrana in interviews and during his stunts, as well as other interviews and environmental sounds.

May 2017

**Sound Recordist – Smithsonian Audio Tour**

In charge of recording various interviews and sound bytes for portions of an upcoming audio tour. Those interviewed included Colin Powell and Madeleine Albright.

February 2017

**Sound Mixer – Dave Brat Town Hall Meeting for ZDF (German News)**

In charge of all sound recorded in the field and mixed to camera.

November 2016

**A2 (Sound Utility) – OWN’s “Iyanla Fix My Life” Season 4**

Assisted in mic’ing talent, boom operating, and setting up the audio rig each morning.

October 2016 - Current

**Audio Supervisor – FloSports**

In charge of all sound recorded at various sporting events and mixed for the live stream on the FloSports website.

October 2016

**Sound Mixer (Day Player) – ABC’s “The Great American Light Fight” Season 4**

In charge of all sound recorded in the field. Other duties included boom mic placement, micing talent, routing audio to camera and IFBs.

September-October 2016

**Sound Mixer – U.S. Army SHARP Video**

In charge of all sound recorded in the field. Other duties included boom mic placement, micing talent, routing audio to IFBs.

August 2016

**Sound Mixer – Fullscreen Media’s “House Divided” Season 1**

In charge of sound recorded in the house and in the field. Other duties included boom mic placement, micing talent, routing mixed audio to camera and IFBs.

June 2016

**Sound Mixer (Day Player) – Bravo’s “The Real Housewives of Potomac” Season 2**

In charge of all sound recorded in the field. Other duties included boom mic placement, micing talent, routing mixed audio to camera and IFBs.

May 2016

**Sound Mixer – Discovery Channel’s “Shark Week” 16 Commercial**

Duties included mixing/boom operating, controlling environmental noise, providing IFBs, and recording wild lines.

April-May 2016

**Sound Mixer – “Penance Lane”**

In charge of all audio recorded on set. Mixing/boom operating, as well as recording foley/wild lines, mic’ing talent, jamming timecode, and feeding camera hops.

April 2016

**Sound Supervisor – Independent Documentary “Step”**

Mixing/boom operating.

February 2016

**Boom Operator – Bollywood Feature “Jeena Isi Ka Naam Hai”**

Operated the boom microphone. Sound utility duties included micing up talent, building and breaking down the sound cart, as well as checking/maintaining the camera hops.

January 2016

**Foley Artist – Independent Short “The Body Harvest”**

Recorded various foley/sound effects needed for post production.

November 2015

**Sound Mixer – Bravo’s “The Real Housewives of Potomac” Season 1**

In charge of all sound recorded on set during interviews. Other duties included boom mic placement, micing talent, routing audio to camera.

October 2015

**Sound Mixer – Independent Short “Days and Days”**

In charge of all sound recorded on set. Other duties included boom operating, micing talent, routing audio to camera, and recording foley/effects.

September 2015

**Boom Operator/Sound Mixer – Independent Short “Phages”**

Duties included labeling/organizing data, micing talent, boom operating/mixing and recording effects and foley.

March-August 2015

**Sound Mixer/Boom Operator – Web Series “Buddy Cops”**

Mixed and operated boom for a web series. Duties included booming, planting/hiding mics, micing talent, and recording wild sound/effects audio.

March-May 2015

**Sound Mixer – Independent Feature “One Penny”**

In charge of all audio recorded and mixed on set. Audio duties included labeling/organizing data, hiding/planting mics, boom operating/mixing and recording effects and foley.

November-April 2014

**Sound Mixer – Independent Feature “I Do Maybe”**

Mixed and recorded the audio for this feature. I also delegated to a boom operator and assisted in planting various wireless mics on talent and the set.

September 2013

**Sound Mixer – Independent Film “Hidden Colors 3”**

Recorded audio for several interviews filmed.

July 2011

**Foley Artist – Short Film “Trigg County”**

Recorded sounds and effects needed during postproduction such as footsteps and ambient noise, etc.