



NICOLE SHARA

SOUND DESIGNER

ABOUT ME

I am a sound designer, voice actress, singer, and Avid Pro Tools certified professional. Creating environments, building stories piece by piece, and really helping them come to life is what I'm most passionate about with sound design. I have a fantastic ear for balance, and I'm a perfectionist when it comes to choosing sounds. I know exactly what sounds I'm looking for, and I'll always do my best to find the ones I believe will best fit the project and the atmosphere. I enjoy connecting with people who love the same craft I do and I'm always looking for my next opportunity.

WORK EXPERIENCE

Graphic Audio | Sound Designer & Voice Actress

May 2024 - March 2026

- Recorded and edited vocal performances, ensuring clarity, pacing, and consistent audio quality
- Collaborated with project Creative Director on vision and production to refine design storytelling
- Assembled multi-actor dialogue into cinematic "radio play" scenes, shaping timing, transitions, and narrative flow
- Performed detailed post-production editing, including dialogue cleanup, timing adjustments, and mix preparation
- Delivered high-quality audio under tight production deadlines, maintaining consistency across complex productions
- Organized and managed large volumes of actor recordings, designing and integrating soundscapes for multiple hours of narrative audio per title
- Mastered final mixes for delivery to international platforms, including Audible & Spotify

Rooster Teeth | Audio Intern

November 2022 - April 2023

- Worked on backgrounds and sound design for RWBY Volume 9 episodes using SoundMiner Sound Design Library
- Organized and edited selects from raw recording session files for the Death Battle Season 10 editorial team
- Worked on backgrounds and sound design for Justice League x RWBY: Super Heroes and Huntsman Part 2
- Learned what it takes to work on Sound Design with a professional audio post team working on several animated IPs
- Undertook basic sound edit and sound design tasks, addressing notes and feedback from Audio Lead and Supervising Sound Editor
- Interfaced with different Editors, Producers, and Directors during project kickoffs and reviews

Parralux Video Production | Intern

September 2022 - December 2022

- Assisted with video editing and audio selects for clients, both in office and on location
- Assisted with set up, tear down, recording of clients for interviews, and moving of equipment for on location shoots

CONTACT

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 Cleveland, OH

 [Portfolio](#)

EDUCATION

KUTZTOWN UNIVERSITY -

*Bachelor of Science in Cinema,
Television, and Media Production -
Magna Cum Laude*

Minors

Audio Engineering
Performance & Storytelling

Dean's List

2020 - Spring
2021 - Fall & Spring
2022 - Fall & Spring

Took classes to enhance my knowledge on foley, ADR, sound design, music mixing and mastering, studio production, live event production, acting, and voice.

SKILLS

- Avid Pro Tools Certified
- Sound Design
- Voice Over

SOFTWARE

- Pro Tools
- Reaper
- Soundly