


CONTACT

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 www.nicoleshara.com

 Cleveland, OH

 [Portfolio](#)

SKILLS

- Avid Pro Tools Certified
- Sound Design
- Foley
- Mixing & Mastering
- Dialogue Editing & Organization
- Ambiences
- Voice Over
- Live Event Soundboard & Lights
- Fast Workflow & Ethic

SOFTWARE

- Pro Tools
- Reaper
- Soundly
- Adobe Audition
- Flow Production Track (Shotgrid)
- Excel
- Microsoft Word
- Airtable
- Basecamp

EDUCATION

- **Bachelor of Science**

Communication, Media, & Television Major

RECEIVED DEC 2022

Minors: Audio Engineering, Performance & Storytelling

NICOLE SHARA

SOUND DESIGNER

SUMMARY

- 4+ years as a sound designer
- 10+ years as a voice actress
- Fantastic ear for balance
- Perfectionist when it comes to choosing sounds
- Proficient in communication, organization, attention to detail, and passionate work ethic

WORK EXPERIENCE

Graphic Audio | Remote | Sound Designer & Voice Actress

May 2024 - March 2026

- Worked on 16 audiobooks in less than 2 years, often finishing ahead of deadlines set
- Edited all narration and dialogue for an average of 25-30 actors per book
- Recorded and edited vocal performances, ensuring clarity, pacing, and consistent audio quality
- Created all aspects of sound design for a full-cast audio drama format, at an average of 9-14 hours per title
- 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 | Remote | 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 | Exton, PA | 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