

CHRIS FELO

SOUND EDITOR | MUSIC PRODUCER

LOCAL HIRE
website
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EDUCATION

Savannah College of Art and Design
B.F.A in Sound Design - 3.9 GPA
Music Composition Minor

SKILLS

Sound Design
SFX / Dialogue Editing
Foley / ADR Recording
Music Production / Editing
Music Performance
- Drums, Percussion, Bass

SOFTWARE

Pro Tools
Ableton Live
Soundminer
Unreal Engine
VCV Rack
Soundtrap
Izotope
Wwise

SELECTED WORKS

The First: Galveston Giant, Lead Sound Editor
Podcast/Radio Play - 2022

- Setting up and operating a recording studio
Recording the dialogue of several voice actors
- Compositing the best takes of the dialogue
Editing in sound effects and music
- Following a script and listening to direction

The Boy, Supervising Sound Editor
Animated Short Film - 2022

- Organized, designed, and edited all sound effects.
- Recorded Foley SFX and voice actors
- Collaborated with music composer and mixer to craft the ideal sound scape.

Tavla, Sound Supervisor
Animated Short Film - 2022

- Recorded natural sounding Foley
- Created a library of sounds for Backgammon pieces and dice rolls.
- Worked closely with the animators to create the pacing and cues using sounds and music.

Hole in One, Sound Supervisor
Short Film - 2022

- Built, organized, and led a team of sound designers.
- Worked alongside the director to create ways of enhancing the film through sound design.
- Recorded Foley and ADR

WORK EXPERIENCE

Fear The Walking Dead - Savannah, GA
Makeup and Effects PA
September 2022- March 2023

- In charge of the distribution and maintenance of the BG Walker prosthetics.
- Responsible for dressing sets and locations with walker dummies, blood, guts, and limbs.
- Acted as a general aid to the MUFX department by relaying critical info and performing required tasks.
- Collaborated with other departments to help production run as efficiently as possible.

Starring Entertainment - Dallas, TX
Lead Sound Editor (Remote)
August 2022 - November 2022

- Responsible for setting up the recording space with various microphones for multiple voice actors to record at one time.
- Recorded and composited dialogue.
- Followed a script and edited in sound effects when specified.
- Edited music to fit specific cues.