John Greska

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EXPERIENCE

Freelance Audio Editor 2020 - Present

Tinley Park, IL

Use audio editing skills and techniques to edit projects made for both myself and others. Utilize pandemic free time to learn new skills, create new projects, and find new ventures.

Key Responsibilities:
- Record and edit audio for a podcast and film festival hosted by Chicago Filmmakers, a Chicago non-profit.
- Synthesize audio for colleagues who are working on independent video games, and then integrate with C#.
- Solo record, edit, mix, and master self-released music projects made during the pandemic.

Editing Intern Jan. 2020 - March 2020

Cutters Studios | Chicago, IL

Responsible for assisting producers and editors in satisfying client needs, completing time-sensitive tasks diligently, and shadowing sound engineers on various sound recording sessions. Studio home to Bill Murray Groundhog Day Super Bowl Commercial.

Key Responsibilities:
- Assist sound designers with creation of sound effects for commercials using foley and other sound design methods.
- Prepare work areas for editing sessions and customer presentations.

Post-Production Editor Sept. 2019 - Jan. 2020

Dreamscape Cinema | Urbana-Champaign, IL

Assist with the creation of films in the post-production stage as they get edited, of films in the production stage as they are shot, and of the pre-production stage as they are developed.

Key Responsibilities:
- Assist lead sound designer and film editor with the editing of films in post-production using Pro Tools and Adobe Premiere.
- Edit script drafts in terms of continuity mistakes and overall narrative coherency.

Engineering IT Student Consultant Jan. 2017 - Jan. 2019

UIUC Engineering Department | Urbana-Champaign, IL

Responsible for day-to-day operations including resolving technical issues and assisting senior workers with finding timely resolutions, as well as managing engineering department student and professor requests through a proprietary ticketing system.

Key Responsibilities:
- Use various programming languages such as Python and Java to manage hardware, software, and resolve system issues.
- Fix working status of engineering department machines that require daily usage such as computers and printers.

EDUCATION

University of Illinois at Urbana-Champaign | Bachelor of Arts in Music Technology 2016 - 2019
- GPA: 3.77/4.0

SKILLS

Logic Pro X | Final Cut Pro X | Pro Tools | Unreal Engine | Unity | Wwise | FMOD | Windows | MacOS | iOS | Python | C# | Java | English | Spanish | Sound Editing | Audio Mixing | Foley | Editing | Microphone Technique | Open-Mindedness | Critical Thinking | Creativity | Organization | Communication |