IAN VARGO, M.F.A.

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EDUCATION:

The Savannah College of Art and Design · Savannah, GA

June 2011

Graduate of the School of Film and Television: Sound Design M.F.A.

The Savannah College of Art and Design · Savannah, GA

June 2008

Graduate of the School of Film and Television: Sound Design B.F.A. Graduated Cum Laude

EMPLOYMENT IN EDUCATION:

The Art Institute of California - Inland Empire

January 2015- current

A campus of Argosy University
Full-Time Professor of Audio Production

The Art Institute of California - Inland Empire

September 2012-December 2014

A campus of Argosy University
Program Coordinator- Visual Arts Department

Oversaw the operations of the Audio Production, Digital Filmmaking, and Photography Departments. Was responsible for the hiring and management of a team of over 20 Faculty.

The Art Institute of California - Inland Empire

July 2011-September 2012

A campus of Argosy University
Adjunct Professor of Audio Production

COURSES TAUGHT:

Fundamentals of Audio- Audio Production basics including DAWs, microphone theory and signal flow.

Survey of The Audio Industry- A professional development course that analyzes the different careers within the audio field.

Listening and Analysis- An introduction to analyzing production styles with an emphasis on critical listening. **MIDI Systems-** An overview of the history and implementation of the MIDI protocol.

Post-Production and Advanced Post- Production- Sound Design, Editing, Foley, ADR, and re-recording mixing.

Music Editing- Using a DAW to maximize the emotional effectiveness of music scored to picture.

Music Mixing- Using several DAWs and outboard gear to create the most effective final mix and balance of different elements.

Music Mastering- Using DAWs and outboard gear to create a professionally distributable master.

Introduction to Pro Tools- An in depth introduction to the DAW. Topics include aux tracks, sends, plugins and automation.

Intermediate Pro Tools- More advanced course on Pro Tools that introduces larger sessions and group projects.

Audio Technology 1 and 2- Signal Flow, microphone theory, and other technology related topics.

Media Business Practices- This course instructs students aspiring to be business owners on how to make responsible decisions and best practices.

Business Fundamentals- An introduction to business as it relates to audio production.

Sound For Interactive Media- Topics include MAX/MSP and installation art.

Sound For New Media- A continuation of MAX/MSP and other interactive forms of art.

Senior Project 1 and 2- A 2 quarter-long course that requires students create an extensive project with a written research component.

Student Portfolio 1 and 2- Gathering and arranging student work to ensure students are prepared for employment upon graduation.

Studio Recording 1 and 2- Using Pro Tools and a professional-level studio to record small ensembles.

Advanced Studio Recording 1 and 2- Using Pro Tools and a professional-level studio to record, mix and master large ensembles.

ADDITIONAL EDUCATIONAL EMPLOYMENT:

Contributor to The Pro Audio Files- An online music production blog

March 2013-current

Articles and Tutorial Videos include:

- -Using tape saturation plugins to enhance a mix
- -Recording and mixing layered vocals
- -Increasing perceived loudness without compromising a mix
- -Analog vs. Digital summing
- -SSL Master Buss compressor- Hardware vs. Software
- -Drum Replacement and augmentation with Massey DRT and BFD2
- -Manually de-essing and de-breathing a lead vocal
- -Creating a lush reverb and delay on a vocal track
- -Basic Pro Tools session organization
- -The importance of higher education in the field of audio production

MUSIC PRODUCTION WORKS:

Sonny Love & The Moon Parade- "Summer Lover"

August 2015

Recording, mix and mastering engineer, executive producer, performer

Gentle Mechanic- "Not Cool Enough"

August 2015

Mix and mastering engineer

Romy Elim Visalia- "No Me Dejaras"

July 2015

Mix engineer, additional drum production

Philip Mantione- "Riverside Bells and Whistles" Mastering Engineer	June 2015
Ugly, Ugly Words- "Queers" Executive Producer, recording, mix and mastering engineer, performer	January 2015
ILEVENS- "TYFEN" Mix and mastering engineer	March 2015
Sam Brown- "Sam Brown EP" Mix and mastering engineer	June 2014
Goose & Fox- "My Mouth The Sea" Mix Engineer	November 2013
Ugly, Ugly Words- "Tovarisch" Executive Producer, recording, mix and mastering engineer, performer	June 2012
Shawn Hook- "Cosmonaut and the Girl" Assistant Mix Engineer	May 2012
Plain White T's- "Wonders of the Younger" Assistant Mix Engineer	December 2010
Ugly, Ugly Words- "River Crab" Executive Producer, recording, mix and mastering engineer, performer	June 2010
POST-PRODUCTION & SOUND DESIGN:	
Spectracide- Tame the Wild- Directed by Cousins Sound Design, Foley, Dialog Editing, Music Composition	June 2015
Pickle Juice- Directed by Cousins Sound Design, Music Composition	August 2014
Intel- Makers- Directed by Logan Roos Music Composition	June 2014
EA Games- Double or Nothing- feat. Big Boi and B.o.B. Sound Design, Foley	April 2013
Pitchfork- Music and the Psychedelic Mind Sound Design, Music Composition	October 2012

Olive Juice- Directed by Cousins

Sound Design, Music Composition

Skittles- Newlyweds- Directed by Cousins

Sound Design, Foley

Deadline- Directed by Bruce Liu

Sound Design, Additional Music

ADDITIONAL EMPLOYMENT:

2012 Mixing- Studio City, California

Assistant Engineer

Was responsible for session preparation, client management, and repair of studio technology. Provided music mix assistance and engineering for major record labels including Capitol, Atlantic, Warner, and Disney alongside Grammy-winning mix and recording engineers, producers, and artists.

The Chicago Recording Company

March 2010- June 2010

Assistant Engineer

Provided post-production mix assistance, sound design, and Foley for commercials for companies including Corona, Kraft, and Kellogg's. Serviced worldwide advertising agencies such as DDB, Young & Rubicam, Cramer Krasselt, BBDO and McGarryBowen.

ADDITIONAL HONORS AND EXPERIENCE:

Live Mix Engineer for the Pulitzer Prize-Nominated Play "Cyclops: A Rock Opera" July 2010

A Psitticus Production: Ran in Los Angeles, Pasadena, and currently running in New York City.

Featured in popular Music and Recording publication Mix MagazineSeptember 2008

Article "Strum it Like It's Hot" on emerging technology using Nintendo Wii Controllers as musical instruments.

The United States Navy Musical Achievement Award

September 2002

The Berklee College of Music · Boston, MA

September 2001

Songwriting and Guitar Theory Sessions

PROFESSIONAL AFFILIATIONS:

The Hollywood Sapphire Group (AES)

Since 2013

Member of NAMM Since 2012

Member of ASCAP Since 2010

June 2009

July 2011

September 2012

June 2010- March 2012