

Wesley Grant

Sound Designer | Production Sound Mixer

Seattle, WA

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Profile

Creative audio professional with an A.A. in Sound Design and hands-on experience in production sound for film and media (credits include Ziwe, Asphalt City, Flatbush Misdemeanors). Skilled at capturing, organizing, and designing sound to enhance narrative and emotional impact. Seeking to contribute sound design expertise to immersive storytelling projects.

Skills

- Sound Design & Post: Foley, ambience & SFX layering, soundscape creation, dialogue repair, creative transitions
- Production / Audio Capture: Boom/lav mic operation, field recording, gain control, audio logging & timecode sync
- Software: Pro Tools, Logic Pro, Adobe Audition, Reaper, Izotope RX, Waves plugins
- Field Gear: Sound Devices 833 Recorder/Mixer, wireless lavs, boom kits
- Collaboration: Director/editor communication, file management, workflow organization, problem-solving under tight schedules

Professional Experience

Production Sound Mixer / Sound Department (Freelance)

Seattle, WA / NYC | 2016 – Present

- Captured on-set dialogue, ambience, and room tone for episodic TV, feature films, and media projects
- Collaborated with directors and editors to support narrative tone and post-production sound design
- Managed multi-mic setups, wireless systems, and timecode synchronization
- Maintained organized audio assets and logs for efficient post workflows
- Applied creative mic placement and ambient techniques to enhance sound design potential

Projects

- Ziwe (2021) – Sound Department
- Asphalt City (2023) – Sound Utility
- Flatbush Misdemeanors (2021) – Sound Department
- Leon's Fantasy Cut (2022) – Sound Mixer
- A Different Man (2024) – Boom Operator
- O Horizon (2025) – Boom Operator
- Stonewall National Monument (2021) – Sound Mixer
- Union (2024) – Sound Recordist
- My Last Best Friend (2023) – Sound Mixer

Education

Associate of Arts in Sound Design

Academy of Art University, San Francisco, CA – 2015