

COREY FOLTA

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Audio Post Engineer • Record Engineer & Producer

R E S U M E

At the start of 2006, I set up a Pro Tools mix studio. While continuing to freelance in other rooms, I began doing most of my audio post work, plus mixing and producing records, from there. Projects include: post audio for Sundance, Tribeca and Slamdance premiered films. Audio post for television: ESPN, Spike, WE TV and more. Mixing and producing rock, hip-hop and blues albums, including progressive rock act, Shadow Circus.

S T A F F P O S I T I O N S

City Sound Productions March 1998-Aug. 2006 New York, NY

Chief Engineer. City Sound was a recording studio located in the heart of Noho. This was a freelance “as needed” position, I was City Sound’s first call engineer. We did a lot of post and record work. Projects included tracking Angie Stone as well as mixing her Eric Sermon produced song “No More Rain”, tracking and mixing Richie Havens’, mixing the Ben Harper documentary *Pleasure and Pain*, tracking, mixing and performing on music tracks for HBO special *Unchained Memories*, mixing numerous documentaries, plus countless other projects.

SLP Productions Sept. 1997-Dec. 1998 New York, NY

Chief Engineer, Producer and Composer. SLP was a jingle house that created original music for clients such as Spin City(ABC), Ricki Lake, NBC News, Fox, and many others. Along with engineering on the aforementioned projects, I also had the opportunity to compose and co-produce tracks for Spin City, Ricki Lake and others. Additionally, I co-produced radio spots, maintained the studio, and took a lead role in it’s complete overhaul, including the install of a new console, new outboard gear, racks and furniture, plus interfacing it all through entirely new wiring and a new patchbay.

Michael Levine Music Dec. 1995-Aug. 1996 New York, NY

Engineer, Assistant Engineer. Michael Levine Music was a jingle house that created original music for a broad range of advertisers, including Kit Kat (the famous “Give Me a Break” jingle), Kodak, Reebok, Mitsubishi, etc. This was one of my first opportunities as an audio engineer. I began as an assistant and eventually engineered for clients such as BBDO, Grey Advertising, Ogilvy, etc.

Du-Art Film and Video April 1994-Dec. 1995 New York, NY

Audio Layback Engineer, Dailey Transfer Engineer, Videotape Op. Du-Art is arguably not only one of the top film labs in the world, but also one of the busiest. I had the opportunity to learn 3 separate skills while working for them. I began as a layback engineer working on commercial dailies, I also transferred audio for film dailies from Nagra ¼” and DAT to both 35mm and 16mm mag tape, and I worked as a videotape op supporting both the commercial daily colorists (telecine dept.) and the layback department. I worked on films including *Fargo*, *Dead Man Walking* and *Ace Venture: Pet Detective*. I also worked on literally hundreds of commercials.

Matlin Recording Sept. 1993-April 1994 New York, NY

Assistant Engineer, Audio Layback Engineer. Matlin was a brand new audio post house when I started with them back in ‘93. I helped them build and install the studio from the ground up. As is the case with any new business, work was slow going at the beginning. So along with having the opportunity to assist on a few sessions, they eventually taught me the skills of audio layback and helped me secure the position at Du-Art.

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F R E E L A N C E

Manhattan Center Studios

New York, NY

Assistant Engineer

Unique Recording Studios

New York, NY

Engineer

Big House Recording

New York, NY

Engineer

Westrax Recording Studios

New York, NY

Engineer

E D U C A T I O N

University of Georgia 1992-1993

Athens, GA

Studies: Film

Nassau Community College 1991-1992

Garden City, NY

Degree: Liberal Arts

NY Institute of Technology 1989-1991

Westbury, NY

Major: Architecture

E X P E R I E N C E

15 years of experience as an audio engineer for both post and record work, also over 10 years as a producer. Post experience includes sound mixing, sound editing, sound design, foley, ADR, plus producing and recording voiceover sessions. Extensive audio workstation, midi programming, virtual synth and sampling experience using Pro Tools (since '94), Logic, Reason and Acid. Also videotape operator experience with beta, 3/4", 1", D1 and D2 for telecine. Audio layback engineer; plus 35mm and 16mm audio transfer engineer for feature films, commercial dailies, documentaries and student films. 30 years as a musician: composer, vocalist, drummer, guitarist and keyboardist. And over 20 performing in NYC plus national touring. I've also composed for numerous TV shows and films.

A D D I T I O N A L

Extremely knowledgeable with Macintosh architecture, including system and application installation as well as troubleshooting. Proficient on PC's with all basic app's included Microsoft Windows and Office. Proficient with web design, including html and CSS. Solid Photoshop skills.

references furnished upon request