

# Dan Connor

(415) 889 • 7822 dan@danconnor.com



## Objective

To create beautiful work with, and learn from talented, experienced people.



## Skills

### Audio Engineering

- Tracking
- Editing
- Synchronization
- Post Production
- Mixing
- MIDI
- Analog & Digital

### Video Production

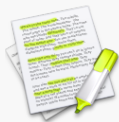
- Editing
- Compositing
- Synchronization

### Digital Media

- Codec Optimization
- Formats
- Storage
- Distribution

### Software

- Linux, Unix, Mac OSX
- Windows
- Cubase, Wavelab
- Pro Tools
- Adobe Creative Suite
- Final Cut Pro



## Education

- Philosophy, **University of Saint Thomas** - Saint Paul, MN **2006**
- Audio Production & Engineering, **Institute of Production & Recording** - Minneapolis, MN **2003**
- Physics, **University of Minnesota** - Minneapolis, MN **2002**
- High School Diploma, **Hopkins High School**, Hopkins, MN **2001**



## Work History

- Founder & Collaborator: **Blab-lab, Inc.** - San Francisco, CA **08/06 - PRESENT**  
Blab-lab is a 'collaborative media label' that provides a platform for collaboration, representation, and marketing to creative professionals. I crafted the business plan, programmed its web applications, and launched the company.
- Independent Producer & Engineer: **Vitruvian Marmot Productions** - San Francisco, CA **04/03 - PRESENT**  
With Vitruvian Marmot I have worked on tracking, mixing, and mastering with numerous artists and producers from local independents to major labels. These projects took place in my production facility (Abstract Studios) and in several commercial studios (Mastermix Studios, Pachyderm Studios & BryteSpot Studios). Equipment varied from Cubase and Pro Tools workstations to analog mixing consoles (SSL, Neve) and outboard gear. I have also written substantially in my audio production blog at thestereobus.com.
- Web Designer: **ReelzChannel** - Minneapolis, MN **04/08 - 04/09**  
While at ReelzChannel I was responsible for the layout of articles and various aspects of the site, interpreting content composed in Word into visually engaging and useable webpages. I coded by hand in HTML and CSS, designing graphics in Adobe and miscellaneous open-source applications.
- Intercom Technician: **Telex Communications (RTS, AudioCom, ElectroVoice)** - Burnsville, MN **05/06 - 06/07**  
While at Telex I worked with a large variety of intercom products, assisting such organizations as the NFL, ESPN, NASA, CBS, MTV, and others. Typical tasks included VOIP networking support, audio troubleshooting, and the coordination of repairs.
- Audio Engineer: **Mastermix Studios** - Minneapolis, MN **03/02 - 03/05**  
Initially at Mastermix Studios I assisted ex-Prince head engineer Tom Tucker before later becoming an in-house engineer in my own right. During that period I engineered for Hiram Bullock, Ann Nesby, *NEXT*, Cynthia Johnson, Paul Petereson, Michael Bland, Champtown and more. Typical duties included tracking, editing, mixing, documenting sessions, backups, maintenance and transferring material (such as archiving 2-inch tape to HD digital).

## Featured Audio Client List



**Hiram Bullock**  
Try Livin' It

- Engineer



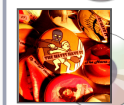
**Ann Nesby**  
Make Me Better \*

- Engineer



**Pachyderm Studio**  
So Large We Ran Out of Room... Again!

- Engineer



**The Haves Have It**  
Self Titled EP

- Engineer/Producer



**Jon Wayne and the Payne**  
Self Titled LP

- Engineer/Producer

\* Grammy nominated

## Featured Video Client List



**Mike Gravel for President**  
A History of Public Service

- Editing
- Audio Post
- Audio Design



**Nik Arnoldi**  
The City

- Audio Post
- Audio Design



**Ryan Partnership**  
3M Promos

- Editing

and many others...