

Ryan Tram

MMus., BMus.

A prolific creative who explores audio and visual mediums. He produces and composes a variety of electronic music whilst exploring projection mapping and audio visual experiences.

He is also a digital media creator in live graphics and animation, and sonic sound designer, and a detailed editor in video and audio/music.

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Tech Skills

Game Development

- Unity, Unreal Engine, Wwise, FMOD
- Sound Design, Audio Integration

Audio/Music Production (Sound Design + Score)

- Ableton Live, Logic Pro X, Pro Tools, Reaper, Sibelius, Izotope RX
- Music Production, Composition, Foley/SFX

Visual/Graphic Design

- Unity, Photoshop, Illustrator, InDesign, HTML, CSS
- Graphic Design, Publication, Photography

Live Experience and Performance

- Resolume Arena, MadMapper, OBS, VDO Ninja
- Livestreaming, VJing, Projection Mapping, DMX lights

Video/Animation

- After Effects, Premiere Pro, Final Cut Pro, Davinci Resolve
- Video Editing, Motion Graphic Animation

Web/Social Marketing

- Facebook Ads Manager, Mailchimp, YouTube, Instagram, Zapier, ClickFunnels, WordPress, Shopify



Work Experience

College Instructor Sept 2021 – Dec 2022
Recording Arts Canada
Professor teaching and developing curriculum in music production, sound design, signal processing, music history, and music theory.

Musical Artist and Freelance Contractor Dec 2016 – present
Freelance contract work for clients for Sound Design, Graphic Design, website building, video editing services.
Released two full length albums and performed live using an EDI setup.

Business Development Project Coordinator Jun 2019 – Aug 2019
Special Olympics Ontario
Revamped School and Youth Department website, designed promotional packages and program book.

Assistant Content Management Jul 2018 – Aug 2018
OCASI (Ontario Council of Agencies
Serving Immigrants)
Maintain web content, posted actively on social media. Assisted the lead designer with the creation of promotional material.

Volunteer Experience

Teacher Assistant Apr 2017 – Jun 2017
Communications Technology and Music
York Region District School Board
Prepared lesson plans. Taught Grade 10 – 12 classes. Evaluated students' tests and assignments. Provided tutoring support.

Digital Media Designer, Operations Leader Jun 2012 – Jun 2016
Hong Fook Mental Health Association
Created promotional materials. Produced agency's video. Participated in annual charity events. Recruited volunteers to run charity events.

Advisory Chair Sept 2016 – Apr 2020
Laurier Acapella Association
Oversaw operations of the entire Association, ensured executive tasks are completed and coached existing executives into leadership positions. Previously the Co-Chair of Hawkapella, and the Social Media and Events executive. Rebranded the Association.

Education

Berklee College of Music 2023
Game Audio Design and Production Professional Certificate
Berklee Online
Game Design Principles, Game Audio with FMOD and Wwise

Berklee College of Music 2020 – 2021
Masters of Music Production, Technology, and Innovation
Valencia, Spain
Dean's List. 4.0/4.0 GPA Honours Summa Cum Laude.
EDI (Electronic Digital Instrument), Sound Design, Projection Mapping, Multimedia Installations

Wilfrid Laurier University 2016 – 2020
Bachelor of Music, Waterloo, Ontario, Canada
3.9/4.0 GPA Honours. Major in Integrated Music Arts with specializations in Electronic Music/Sound Art, Composition for Visual Media, and Performance: Standards

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Skills

Teamwork

- Ensemble experience for 11 years
- Photographer, graphic designer for yearbook publication
- School representative of music programs and clubs at Wilfrid Laurier and Berklee College

Leadership

- Chair of the Laurier Acapella Association
- Project Manager of Magazine Production

Currently Developing

3D Modeling

Blender, VRoid, Motion Capture

Programming

Max MSP, C#, HTML, CSS

Live Visuals

Analog Glitch Visuals, Volta Create, TouchDesigner, Lumen, Volta

Hardware

NI Maschine, Erica Synths Analog

Vocal Synthesis

Vocaloid, Synth V

Hardware Electronics

Arduino, Circuit Bending

Awards

1. International Beat Champion - ILBC 2022
2. Virtual Beat Champion - ILBC 2022
3. Dean's List - Berklee College of Music 2021
4. The Beingessner Family Award for Entrepreneurial Efforts in Music 2019
5. Lyndel Naidu President's Award for Most Outstanding Member 2017
6. Ontario Volunteer Service Award 2017

Relevant Experiences

Private Lessons

Dec 2016 - present

Taught one-on-one lessons in Music Production, Jazz Harmony, Guitar, Electric Bass, Beatboxing

Global Game Jam

2021, 2023

2021 - Created a platforming game within 72 hours. Created the Menu and Audio Integration using Unity's built-in audio engine.

2023 - Programmed a platforming game, level design, SFX, and music in 96 hours.

Guest Lecturer

Digital Music Creation and Sampling the World February 8, 2023

Wilfrid Laurier University, Waterloo, ON

- Spoke for the Creativity and Interdisciplinary Arts course as part of the Masters of Community Music program
- Basics of a Digital Audio Workstation, basic mixing techniques, creating sampler instruments

Video Game Sound Design and Implementation November 15, 2021

Wilfrid Laurier University, Waterloo, ON

- Spoke for a undergraduate Composition Seminar of 2nd to 4th year students.
- How to get started with game sound design and a brief introduction into Wwise and Unity

Live Looping and Beatmaking November 11, 2021 Kitchen Public

Library (Heffner Studio), Waterloo, ON

- Creating music and producing a song from scratch and using MIDI controllers to augment your workflow.

Intro to Music Production June 10, 2021 Dr. George Hall Public

School, Mariposa, ON

- Spoke to a Grade 6 and 7 music class, I spoke as part of a series on different pathways to different music careers.
- I presented about how to compose and produce a song utilizing a Digital Audio Workstation.

Intro to Music Production May 7, 2021 E.A Fairman Public School,

Whitby, ON

- Spoke to a Grade 7 and 8 music class, I spoke as part of a series on different pathways to different music careers. Spoke of my musical journey from a band student on the flute to travelling worldwide to do audio engineering and music production

Intro to the Beatboxing July 15, 2020 Bandology, Oakville, ON

- Instructed Grade 7-12s for a summer camp hosted by Bandology non-profit
- I guided students through example and group practice, the essentials of vocal percussion and how to produce various sounds

Beatboxing 101 and Beatbox Roundtable October 7, 2017 CANACC (Canadian Acapella Conference), Waterloo, ON

- Facilitated beatbox workshops hosted by CANACC (Canadian Acapella Conference). Guided university-level students adept at vocal performance through the foundations of vocal percussion. We discussed topics such as safe vocal percussion, producing various sounds using different vocal muscles
- The Beatbox Roundtable consisted of more advanced vocal percussionists from the various university acapella groups. In the roundtable, we shared different techniques, findings, and how to improve oneself along their journey of beatboxing.