

# Grace Stensland

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Audio storyteller specializing in sound design and foley editing for animation, bringing finely-tuned ears due to her extensive musical background. Passionate about recording custom sound effects and libraries from her arsenal of props, instruments and voice. Proactive and driven collaborator with outstanding project and asset management skills. Flexible creative palette that quickly adapts to highly-stylized projects. Brings a cheerful attitude, an affinity for the fantastical and whimsical, and would make an excellent addition to your next animated project.

## EXPERIENCE

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### Sound Rebels, LLC

**Burbank, CA**

*Sound Designer, Sound Effects Editor*

*January 2023 – present*

*Post-Production Sound Intern*

*June 2022 - August 2022*

- Sound designs for *Teen Titans Go!*, and previously for Apple TV and Nickelodeon shows
- Completed 100+ episodes of foley editorial and background / ambience design
- Creates and manages supervising sound editor templates for stereo, 5.1 and ATMOS shows
- Develops custom foley and background edit templates to refine the team's editing process
- Curates asset libraries from established series to ensure sonic continuity and improve efficiency
- Addresses sound supervisor notes, client notes, and preps FX sessions for the mix stage
- Coordinates asset, picture and session receipt and deliveries for 4 shows simultaneously, ensuring all sound team members and clients received required materials with timeliness and accuracy
- Manages @soundrebelspost social media accounts

### Department of Audio and Music Engineering

**Rochester, NY**

*Teaching Assistant: Sound Design, Audio for Visual Media*

*August 2021 – December 2022*

- Taught Pro Tools, Logic Pro, Reaper, Wwise and MIDI Controllers to classes with 40+ students
- Managed computer software, plug-ins, hardware synthesizers, and field recorder inventory
- Guided students in learning to sound design and score animated, live action and gaming media

## EDUCATION

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### University of Rochester

**Rochester, NY**

*Bachelor of Arts, Film and Media Studies*

*December 2022*

- Minor in Audio and Music Engineering - Recording and Sound Design
- GPA: 3.97
- Activities: Audio Engineering Society, Undergraduate Film Council, Women's Rugby, Her Campus
- Intern: Audio Technician and Videographer for Girls Rock! Rochester, and Sound Rebels, LLC (above)
- Comprehensive coursework in sound including film, television, theater, gaming, podcasting and studio music recording/mixing/mastering

## SKILLS

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- Avid Pro Tools, Logic Pro, Wwise, iZotope RX, Soundminer, Kontakt, Krotos Products, Avid S6 Console
- Sound Design, Foley, Field Recording, Acting, Voice-Over, Sampling and Sound Library Curation
- Avid Nexis, Digital Pigeon, Slack, Box, Google Suite, Microsoft Office
- Social Media Management, Content Creation, Adobe Premiere, Final Cut Pro, Canva
- Other: Suh Do Kwan Kung Fu, Multi-Instrumentalist, French

## REFERENCES

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[Rob McIntyre](#), Supervising Sound Editor and Mixer at Sound Rebels, LLC

[Dr. Stephen Roessner](#), Department of Audio and Music Engineering at University of Rochester

[Rob LaVaque](#), Department of Audio and Music Engineering at University of Rochester