

Connor Stevens

Sound Designer & Educator

(801) 589-3929

cdstevensdesign@gmail.com

cdstevensdesign.com

Abilities

Line by Line, FOH, &
Monitor Mixing

System Design &
Installation

Communication

Leading Crews

Mentoring & Teaching

Creating Learning
Opportunities

Recording, Editing &
Creating Audio Content

Soldering

Problem Solving

Conversational Spanish

Certifications

Dante Level 1

L-ISA Immersive Mixing
Engineer Pathway

Q-SYS Level 1

Technical Skills

AutoCAD Dante

ArrayCalc EASE

ETC Eos Logic Pro X

Max/MSP MSO

Pro Tools QLab

SMAART Vectorworks

Wireless Workbench

Education:

Master of Fine Arts:

Sound Design

UNC School of the Arts

Candidate 2025

Bachelor of Fine Arts:

Theatre Design and
Technology

Utah State University

Sound Designer/Engineer - Graduate Student

UNC School of the Arts / Winston-Salem, NC / Aug 2022 - Present

As a student, assigned to various roles including sound designer, production sound engineer, mix engineer, and deck engineer. Led various student audio crews (from small two-person crews to larger five-person plus two or three overhire crews) during load-in, load-out, and run of shows. Collaborated with directors, designers, and technicians to tell stories through sound. As a guest lecturer and mentor, helped others develop a deeper understanding of audio. Created and edited sound effects and foley to sync with film segments.

Audio Technician and Mix Engineer

IATSE Local 635 / Winston-Salem, NC / Dec 2023 - Present

Overhire technician filling in various roles, including deck engineer for Winston-Salem Symphony and head engineer for dance and music performances. Assisted with stage deck construction and lighting focus.

Mix Engineer

International Black Theatre Festival / Winston-Salem, NC / July - Aug 2024

Mixed the original musical, *Twisted Melodies*, produced by the festival and Congo Square Theatre. Responsible for remounting the original sound design. Assisted with programming the lighting console.

Dialogue Editor

Bordeaux Entertainment / Remote / Jan 2023 - Jan 2024

Edited audio for various audiobook titles remotely. Responsible for stitching together both narrators' audio tracks to create a cohesive and well-timed narrative. Followed the provided script to make adjustments to sequencing as needed. Adhered to provided timelines and budgets.

Sound Designer

Lyric Repertory Company / Logan, UT / May 2022 - Aug 2023

Created sound content for comedies and musicals. Designed sound reinforcement and playback systems for proscenium and thrust stages.. Worked with directors and music directors to develop musical cues and with stage managers to facilitate the performance of audio cues.

House Audio Technician

Cache Arts / Logan, UT / Dec 2020 - July 2022

Set up and mixed local bands and touring shows ranging from small three and four person acts up to large acts including a touring circus, a large symphony, and various comedic acts. Responsible for interfacing with musicians before and during shows. Regularly created both the house and monitor mix. Worked with the act's audio engineer to provide gear as needed on a tight turnaround schedule being as short as a day or two.