

Escher Stone Nadeau

SOUND DESIGNER

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Website - <https://EscherNadeau.wixsite.com/escher-nadeau>

Summary

Experienced in music production, game audio, and interactive sound using tools such as Ableton Live, Pro Tools, Unreal Engine, and Wwise. Strong technical foundation spanning audio, visual design, and programming, with hands-on experience creating original music, sound assets, and instructional content. Interested in sound as a system: how it behaves, reacts, and supports narrative across media.

Education

- **SCAD (Savannah College of Art and Design)** - Sound Design BFA 2022 Sep - [2026 Jun]
- **Selected Coursework:** Music for Media, Music in Media, Game Audio Design, Sound Supervision, Sound Collaboration, Fundamentals of Audio, Production Audio, Music Theory, Modular Synthesis, Sound Design, Stereo Mixing, Foley, Dialog Editing, Music Editing.
- Drexel University - Music Industry Summer Program Summer 2021
- Berklee School of Music - Summer class - Critical Listening Summer 2021

Specific Technical Skills

- Music & Sound Software: Ableton Live 9 - Live 12 Suite (DAW music creation & production), VCV Rack 2 Pro (Eurorack Modular Synth Simulator), Avid Pro tools (DAW), Unreal Engine, Wwise. Apple Logic Pro, GarageBand, OBS Studio, Audacity
- Hardware: Apple iPad Pro, Novation Launchpad MK2, Novation Launchkey Keyboard, Ableton Push 2 Controller Instrument, Teenage Engineering OP-1 Portable Synthesizer & Sampler
- Visual / Graphics Software: Adobe Creative Cloud (Illustrator, Photoshop, InDesign, XD, Premier Pro) Now mainly Affinity designer (free and better).
- Programming Languages: JavaScript, Python, CSS, HTML, C#
- Programming Applications: Microsoft VS Code, Jupyter Notebooks

Work / Club Experience

- Student Short Film — Sound Designer / Production Sound Independent student production.
 - Made microphone placement and gain-staging decisions based on changing locations and blocking,
 - coordinated with director and camera team to maintain audio quality under production constraints,
 - prepared organized audio files and notes for post-production handoff
- iD Tech Camp - Led instruction for diverse technology courses, specializing in Adobe Animation, Java-based Minecraft Modding, and Introductory Computer Science with Java. Summer 2025
 - Taught project-based lessons in animation, game modding, and intro computer science to students of varying skill levels
 - Simplified complex concepts into clear, actionable steps and adapted teaching in real time
 - Encouraged experimentation and iterative problem-solving while maintaining technical accuracy
- Designed T-shirts and posters for STEM Week and engineering events at Solebury Schools IDEA Lab.
 - Translated complex technical and STEM concepts into clear, visually engaging graphics
 - Applied principles of hierarchy, typography, and composition to make designs readable and appealing
 - Iterated on multiple drafts based on feedback from teachers and students
- Created promotional posters for a local design-build firm's renovation project

- Balanced aesthetic design with functional messaging to communicate project details effectively
- Coordinated with firm representatives to ensure branding consistency and accuracy
- Delivered final artwork in print-ready formats, meeting deadlines and project requirements
- Music Production Club
 - Attended club meetings and participated in discussions on music production techniques and industry topics
 - Engaged with peers to exchange ideas on audio production workflows and creative processes
 - Collaborated informally with members on music and audio concepts, building professional relationships within the audio community
 - Contributed to a creative community focused on music production, sound design, and audio engineering

Interests / Hobbies

- **YouTube Channel:** Created a YouTube channel for my music, discussion of a variety of topics from music software to music techniques and composition. (<https://www.youtube.com/@EscherNadeau>)
- Music: Created multiple songs for upload onto Spotify and many other services (<https://open.spotify.com/artist/0hqvOSVHqN6mNssow1TV4a>)
- Graphic Design: Designed album covers for personal music compositions
- Visualization: Taught myself Blender and built virtual museum interior
- Coding: variety of projects, including making a website, working on Text-to-Speech and voice commands with virtual assistant
- General: Digital Music, SciFi, Music, Comedy, Movies
- Travel: Savannah, Montreal, Berlin, Amsterdam, Las Vegas, New Orleans, NY, PA, NJ, Providence