

# Thomas Lezon

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## Summary

Sound Supervisor and Sound Designer with a focus on Audio & Music Production. Passionate about video games, post-production, and ADR. Musician proficient on trumpet, piano, and guitar.

## Education

**Savannah College of Art and Design, Savannah, GA**

**Spring 2025**

- Masters: M.F.A. Sound Design

**Lebanon Valley College (Cum Laude), Annville, PA**

**Winter 2020**

- Bachelors: Music Degree
- Major: Audio & Music Production
- Minor: Music Performance

## Professional Experience & Internships

**KROX Radio, News Director / Crookston, MN**

**February 2022- March 2023**

- Recorded and edited interviews and radio segments for radio airplay
- Planned and scheduled multiple interviews and news stories daily for radio play
- Took feedback and made edits to live stories within minutes

**Apex Post Production, Audio Engineer Intern / New Orleans, LA**

**June-July 2024**

- Participated in live ADR sessions for shows and commercials
- Added and edited DSN and FX tracks to SFX and Dialogue for film scenes in documentary, thriller, and horror film projects
- Edited and found new Sound Libraries
- Cleaned and maintained the studio and kept stock of food and refreshments

**Silver Sound Studios, Sound Library Archivist / New York, NY**

**February-August 2021**

- Assisted in pre-production and animatic organizing for a movie
- Created and edited my own episode for the show's podcast, *Mobilize*
- Organized and edited Sound Libraries, podcast episodes, and commercials

**Galore Music, General Assistant / New York, NY**

**May-August 2019**

- Mastered and organized songs and files for sound producers
- Organized spreadsheets and que sheet organization for CBS Television shows, *48 Hours*, and *48 Hours NCIS*

## Technical Skills

- Knowledgeable in industry standard DAWs (*Pro Tools, Reaper, Audacity*)
- Experience with AVID S6 M40 Modular Control Surface with 5.1 Surround Sound
- Sound Supervision and Mixer
- Live Recording
- Sound Design
- Automated Dialogue Replacement (ADR)

## [Projects](#)

- “Top” Short Film** *Sound Supervisor, Sound Designer, and Re-Recording Mixer* | Savannah, GA **May 2025**
- Constructed a team of sound designers, Foley Artists, and Dialogue Editors
  - Ran sessions for Foley, SFX, Vocals, and Mixing
  - Collaborated with the film director and production team during Foley, Dialogue, and Mixing sessions.
- “Hey AI” Short Film** *Location Sound Mixer* | Savannah, GA **February 2025**
- Gathered on-set sound equipment for three days of shooting in multiple environments and assisted in the setup and teardown of the set.
  - Guided a freshman Sound Design student in Boom Operator duties
  - Made decisions on Lav Mic and Boom Mic placement to capture the best dialogue and on-set sound with Sound Device MixPre-6 Recorder
- “Rider” Short Film** *Sound Supervisor and Dialogue Editor* | Savannah, GA **May 2024**
- Constructed a team of Sound Designers, Foley Artists, and Music Composers to complete the Sound Design for a student Visual Arts film within ten weeks
  - Scheduled meetings and sessions with directors and sound team while overseeing sessions and progress
  - Ran Audio sessions for Foley, SFX, and Dialogue
- “Sunday Dinna” Short Film** *Sound Designer* | Savannah, GA **May 2024**
- Assisted Sound Supervisor and Foley Artists in creating sounds for the film
  - Helped the Sound Supervisor schedule their sessions and gave suggestions for how sounds could be created
- “Tempered Malice” Video Game** *Game Audio Director* | Savannah, GA **January 2024**
- Discussed Foley sounds with the game’s producer and director.
  - Directed Foley artists on the creation of sounds in time with videos of gameplay action
  - Mixed and mastered all sounds for the game in collaboration with the Director and Producer
- “Mobilize” Podcast Episode**, *Episode Producer and Editor* | New York City, NY **August 2020**
- Wrote, directed, and edited podcast episode for Silver Sound Studios Podcast series, *Mobilize*, during the COVID-19 pandemic
  - Reached out and recorded interviews online with four different people about subjects
  - Edited interviews and post-production to meet professional standards and added to the studio’s episodes.