

# Ben Nix-Bradley

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## PROFILE

I am an experienced, versatile, and creative professional working toward strengthening community and empowering individuals through rich experiences and strong leadership.

## EXPERIENCE

### Software Developer, System Designer, 3D Artist

#### Freelance — 2006 - Present

Currently developing a VR training application using Unreal Engine 5 and Meta Quest 3. I design and debug scenarios and systems to augment training material. Previously hired to program audio interactions using Unity and C#, create touchscreen interfaces for business installations at conventions and make 3D models for post production. Over 20 years I have gained knowledge of and adapted to many tools and workflows.

### Composer, Sound Designer, Audio Engineer

#### Freelance — 2014 - Present

Most recently, I provided the original score for “Mildred for a Million”, an official selection for the 2025 Pan-African festival. Created soundtracks for 10 independent short films in the past year. Provided audio mixing and mastering services for streaming releases. Presented workshops at CSUN for composers using AI tools as part of their capstone project. Guest-taught an introductory music production workshop at a local high-school. I have written music for Games, YouTube channels and broadcast television, including the original series “OK K.O” on Cartoon Network.

### Student Supervisor III, CSUN University Library - CMS, California — 2021 - 2023

At the Creative Maker Studio, I gained expertise in 3D printing and troubleshooting related equipment. Provided library patron services and consultations for creative software support (ie. Adobe CC, Autodesk, Pro Tools ). Managed room, station, and hardware reservations for Photography, Videography, Audio Engineering, Vinyl Cutting, and Sewing. Created workshops for introducing students to recording and creating music with Logic Pro. Trained newly hired student assistants and provided performance reviews to staff. Used Alma, LibCal, and Google Sheets for inventory and appointment/ 3D print scheduling.

**Archival Intern, The Music Circle, Pasadena, California — 2023**

Learned detailed history of this Classical Indian Music Organization founded by Ravi Shankar and Harihar Rao. Worked directly with the president and board to catalog physical and digital assets using local and cloud services ( Excel, Google Cloud, Monday, Box ). Transcribed notes to build relational databases of historic performances. Assisted the creation of promotional materials for upcoming events. Organized and prepared physical media for digitization and long-term storage.

**Enumerator, U.S. Census Bureau, Burbank, California - 2020**

Reliably traveled to neighborhoods while conducting the non-response demographic survey during COVID-19 quarantine. Faithfully maintained data privacy to Federal standards during operation. Lead a small team for time-sensitive assignment.

**Studio Manager & Technical Director, Mint Potion Studios — 2016 - 2019**

Produced Weekly Live Streamed Entertainment and Education Content. Maintained, Operated, and built multimedia and networking systems. Mentored interns in graphic design, software development and music production. Online community management and moderation.

**SKILLS**

Verbal and Written Communication, Public Speaking, Organization, Scheduling, Troubleshooting, Debugging, Critical Thinking and Listening, Customer / Client Service, Inter-Disciplinary Collaboration, Research, Archiving, Creative Problem Solving, Autonomy and Accountability, Management, Mentoring, Adaptability, Procedural and Structural Optimization.

**TOOLS**

Microsoft Office, Google Docs, macOS/Windows, Logic Pro, Ableton Live, Reaper, Pro Tools, Finale, FMod Studio, Wwise, Unity3D, Unreal Engine, OBS, Audacity, Blender, Cura, Inkscape, Adobe Creative Cloud

**EDUCATION**

Cal State Northridge — B.M. Commercial and Media Writing, 2023

Los Angeles City College — A.A. Music Composition, 2021

Commercial Certificate - Music Composition

Commercial Certificate - Instrumental Performer

The Art Institute of California, L.A. — B.S. (n.c.) Game Art and Design, 2005-2009