Oscar Muendel

Audio Engineer/Video Editor/Artist
https://mundelor.com | mundelor.io@gmail.com

Experience

Freelance Live Sound Tech (2024 - Present)

- 150+ nights running sound for events around Richmond, VA
  - Positions Include: A2 at The Canal Club, core staff at Tin Pan, The Camel, Get Tight, Brambly
  - Other gigs include: sound for weddings, churches (Winfree Church), festivals (Harborfest)
- Proficiency w/ M32/X32 and SQ series, both from console and iPad

Freelance A/V Production (2025 - Present)

- Recording, mixing, and mastering EPs and singles (working solo; in the box)
- Managing video production, carrying out post-production (client - ICA at VCU)

Intern - Blue Dot Sessions (2025 - 2026)

- Creating content for/assisting in the development of web-audio applications

Production Manager - WVCW Radio (2022 - 2025)

- Managing live band recordings, artist interviews, and podcasts
- Professional-grade camera operation, video editing, and audio engineering
- Building and maintaining a 24/7 online radio broadcast studio

Sound Technician Intern - Broadberry Entertainment Group (2023 - 2024)

Education

VCUarts | BFA in Kinetic Imaging w/ Minor in Creative Writing

- Award of Excellence in Kinetic Imaging
- VCUarts Outstanding Portfolio Award
- UROP Fellowship Research Grant

Skills

- Sound design
- Audio engineering
  - Live and recorded
- Music composition
- Video editing
- Color grading
- 3D modeling
- 3D animation
- Creative code
- Story writing

Programs

- Premiere Pro
- Audition
- Reaper
- Ableton Live
- Pure Data
- TouchDesigner
- Maya
- Unity
- Photoshop
- After Effects