

CAROLINE BIALAS

AUDIO ENGINEERING & POST | Los Angeles, CA
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Audio professional with roots in audiobooks, live sound, animation, and video games

Audio Post & Recording Associate (June 2025 – Present) *Penguin Random House Audiobook Studios*

- Troubleshoot with freelancers to ensure correct loudness level, sound quality, and file management.
- Edit, Mix, and Master audiobooks to spec for distribution.
- Provide coverage for Senior Audio Engineer, onsite at 8-studio facility.
- Set up recording sessions, including mic, rack gear, and backup recorder setup.
- Played integral role in the breakdown, move, and setup of 8 recording studios at a new location, including console setup and cable runs.

Audio Intern (Nov 2024 – Dec 2024) *Women's Audio Mission (The Village Studios, Gold Diggers Studios)*

- Built vital technical skills in studio production, recording, and engineering, through hands-on workshops with industry professionals across multiple studio environments.
- Recorded, edited, mixed, and sound designed final animation capstone project.

Mix Engineer (Feb 2024 – July 2024) *Kulak's Woodshed – Music Venue*

- Mixed front-of-house and livestream audio on 24-track console for music of various genres.
- Collaborated with artists and crew to ensure optimal equipment selection, set-up, and sound check.
- Troubleshoot and resolved real-time technical issues in a dynamic and fast-paced live environment.

Scratch VO Recordist & Editor (Jan 2023 – Jan 2024) *Nickelodeon Animation – The Patrick Star Show*

- Recorded and assembled scratch voiceover tracks to support the animatic and storyboarding process.
- Edited tracks to 20-minute deliverables for smooth integration into the final animatic by the Lead Editor.
- Received positive feedback from the creative team on the scratch track's pivotal role in establishing comedic timing and episode pacing pre-animation.

Asset Production Coordinator (Sept 2021 – Feb 2024) *Nickelodeon Animation – Kamp Koral*

- Main liaison between internal teams and external vendors, facilitating clear communication and timely asset delivery.
- Managed task delegation of a 14-person team, ensuring daily progress toward key production milestones.
- Maintained organized archive of thousands of CG assets, supporting efficient asset retrieval and version tracking.
- Interviewed, on-boarded, and trained new team members on asset workflows.

Development Support & QA Tester (Mar 2019 – Feb 2020) *Naughty Dog, Sony – The Last of Us: Part II*

- Specialized in testing combat systems, including melee mechanics and NPC performance.
- Tested integration of SFX and dialog into combat encounters, ensuring functionality and narrative clarity.
- Collaborated closely with designers and programmers to debug and tune gameplay systems.
- Interpreted focus test data to refine combat encounter difficulty, resource balancing, and player experience.

Post-Production Intern (Sept 2016 – Dec 2016) *WGBH/PBS Boston – Antiques Roadshow*

Emerson College (2014 – 2018) *BFA Media Production*

Pro Tools	Vendor/Client Relations
iZotope	Team Coordination
Audio Editing	Team Training
Audio Mixing/Mastering	Task Delegation
Recording Session Set-up	File Management
Loudness Standards	Scheduling & Delivery
Voiceover	