

SCOTT SHEPARD

SHOW SYSTEMS ENGINEER
SOUND DESIGNER

825C Merrimon Ave., #346
Asheville, NC 28804
310-968-6515
scott@kumasonics.com

- Show System (Audio, Video, Show Control) Design, Production & Installation
- Technical Support for Storytelling, Performance and Creative Process
- AutoCad, Media Matrix, NION, CobraNet, Alcorn McBride, Anitech MediaPro, BSS London, SMAART
- Acoustical and Audio Testing
- Worship, Performance, Educational, Boardroom Spaces
- E-Ticket Theme Park Attractions
- Vehicle and Facility Systems
- Project, Site Management
- Sound Design
- Field and Studio Recording
- Film, Video & Attraction
- Logic Pro, Pro Tools

PROFESSIONAL HISTORY

Owner, Kuma Sonics, 3/02-Present. Providing show system engineering and sound design services for themed entertainment projects worldwide.

SAMPLE PROJECTS:

Harmonia (Lower Music World), Everland (Seoul, ROK), *AV Engineer*, Schematic Design for It's Alive Co.

Various Attractions, Universal Studios Singapore, *AV Engineer*, Schematic Design for It's Alive Co.

Lotte World Adventures of Sindbad (Seoul, ROK), *AV Engineer & Sound Designer*, for Artistry Entertainment International.

SM Science Center (Manila, Philippines), *AV Engineer*, for Artistry Entertainment International.

Isle of Capri - Coventry (Coventry, UK), *Show Systems Engineer*, for Edwards Technologies, Inc.

Battle Stations 21 (Great Lakes, IL), *Audio System Programmer*, for Edwards Technologies, Inc.

Mystery Mine, Dollywood (Pigeon Forge, TN), *Audio System Engineer/Programmer, Show Control Programmer*, for Edwards Technologies, Inc.

Abraham Lincoln Presidential Museum (Springfield, IL), *Site Manager/Audio System Programmer*, for Edwards Technologies, Inc.

Revenge of the Mummy, Universal Studios Hollywood (Los Angeles, CA), *Site Manager/Programmer*, for Edwards Technologies, Inc.

Bacardi Visitor Center (Cataño, Puerto Rico), *Site Manager*, for Edwards Technologies, Inc.

Legoland Deutschland (Günzburg, Germany), *Site Manager, Programmer & Commissioning Engineer*, for Edwards Technologies, Inc.

PROFESSIONAL HISTORY (CONTINUED)

Senior Audio/Video Engineer, Walt Disney Imagineering, Glendale, California, 7/98 – 8/01.

Audio/Video Engineer, Walt Disney Imagineering, Glendale, California, 2/96 – 7/98.

Designed, supported production, and/or managed installation of audio and video systems for Walt Disney theme park rides and attractions including: GM Test Track; Universe of Energy (Rehab); Countdown to Extinction; Boneyard Playfield (Walt Disney World, Florida); Indiana Jones Adventure – Temple of the Crystal Skull; Stormrider; 20,000 Leagues Under the Sea; Aquatopia; Port Discovery (Tokyo DisneySea, Japan). Developed systems in support of creative concepts. Relocated to Japan for 15-month installation of Tokyo DisneySea theme park.

Adjunct Faculty, Webster University, Department of Media Communications, Webster Groves, Missouri, 8/95 – 2/96.

Developed lesson plan for and taught undergraduate level audio production class.

Owner, Bear Communication, St. Louis, Missouri, 6/93 – 2/96.

Designed sound reinforcement systems; provided acoustical consulting services; performed as live mixer, recording engineer and producer; produced St. Louis Soundscapes (local environmental recording project).

Acoustical Engineer, Engineering Dynamics International, St. Louis, Missouri, 6/90 – 6/93.

Designed audio/video systems for conference, educational, worship and performance spaces; performed acoustical/noise testing and analysis; developed cost-effective treatment solutions.

EDUCATION

Candidate, Master in Media Communications, Webster University, St. Louis, Missouri, (Audio Production emphasis under Barry Hufker and Bill Porter).

Bachelor of Science in Engineering (Electrical Engineering), Tulane University, New Orleans, Louisiana, 12/88.

PUBLICATION

“**Build Your Own Trap Can**”, **EQ Magazine**, 2/95 – Inexpensive bass trap construction, with Barry Hufker.

SOCIETIES

Member, Audio Engineering Society.

Member, Nature Sounds Society.