

# RYAN MANNING

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## OBJECTIVE

To use my skills, experience and knowledge to obtain a position within a company that directly correlates with my ardent interest of computers and technology.

## EDUCATION

AI – THE ART INSTITUTE OF  
VANCOUVER (*Formerly known as  
The Center for Digital Imaging & Sound*)

FEBRUARY 1999 - JULY 2001  
*Burnaby, BC*

Attended the **Recording Arts Masters Program**; Graduated July of 2001.

The Recording Arts Masters Program taught me comprehensive hands-on training in the procedures and theory of audio engineering and production.

The program has given me a solid foundation in the equipment, techniques and protocol necessary for an entry level position in audio production and post-production work.

LORD BEAVERBROOK  
HIGH SCHOOL

SEPTEMBER 1995 - JULY 1998  
*Calgary, AB*

Graduated and obtained high school diploma.

## WORK EXPERIENCE

SYSTEMS ADMINISTRATOR / AUDIO ENGINEER  
*Essentialtalk*

MARCH 2007 – PRESENT  
*Calgary, AB*

As the Systems Administrator for the company I am responsible for the day-to-day operations and maintenance of the Company's technical infrastructure. This includes installing and upgrading all computer systems and related hardware, as well as the deployment of all new software and technologies. I am heavily involved in the research of new technologies and how to incorporate these advancements into the workplace. I also assist the role of the Network Administrator in various duties such as server deployment, migration, maintenance, and backup, domain registration, website hosting, SSL certificates/renewals, Wireless/LAN/VPN configuration, general networking support and troubleshooting.

In the position of Audio Engineer, I am responsible for the production of all audio content and material required by Essentialtalk and its subsidiary companies. The majority of the production is for Web-based delivery within flash presentations and animations. These productions consist of the recording voice-overs, dialog editing, the addition of music and sound effects, along with mixing and mastering of the audio content – all to be completed within a specific timeline. This role also involves some travel to various locations within Canada and the United States for live events which require recording for use in some of our productions

Other duties include providing technical and troubleshooting support for studio and recording equipment, as well as computer and software (helpdesk) support.

Software and Applications used in these positions include Adobe Audition, Adobe CS6 Master Collection, Adobe Captivate, Articulate Studio, Sony Vegas, Microsoft Office, Camtasia Studio, RHEL/CentOS/Ubuntu, Amazon Web Services (EC2/S3/CloudFront), Rightscale Cloud Computing, Apache, Tomcat, MySQL, PHP, HTML, Javascript, jQuery, and many other various programs and technologies spanning across both Windows, Mac and Linux platforms.

## **WORK EXPERIENCE (continued)**

IT SYSTEMS MANAGER  
*Aarvak Services, Inc.*

APRIL 2010 – PRESENT  
*Houston, Texas*

I am currently the IT Systems Manager for Aarvak Services, Inc., an electrical engineering firm based out of Houston, Texas with offices located in Jacksonburg, West Virginia and Calgary, Alberta. Working part-time as a freelance contractor, I help manage the company's vast array of networks and computers, perform regular hardware upgrades, software installations, equipment maintenance, and technical support. I also provide the company with consultation services as required.

SYSTEMS & DESIGN INSTALL ADMINISTRATOR  
*DMX Music Canada, Inc.*

AUGUST 2006 – MARCH 2007  
*Calgary, AB*

My responsibilities at DMX were to ensure the correct implementation and product ordering in regards to audio systems designs being installed for new customer contracts. This also included achieving the maximum amount of fidelity in regards to the overall sound of the audio equipment being purchased. Other duties include new product research and modern design applications, as well as using the company's specialized Linux-based computer software for creating design proposals, new work orders and referencing previous purchase orders.

AUDIO/VISUAL TECHNICIAN  
*Inland Audio Visual*

DECEMBER 2005 – AUGUST 2008  
*Calgary, AB*

My duties as an A/V Technician for Inland consisted of such tasks as the set up and tear down of various Audio-Visual related equipment at hotels, businesses, trade shows and special events. Other duties included the operation of sound, camera, and lighting equipment, computer systems and other devices at live events and venues. My IT knowledge was also an asset as it came into play when solving technical issues with the company/client equipment and computers.

AUDIO ENGINEER / SYSTEMS ADMINISTRATOR  
*Bluewater Studios*

AUGUST 2001 – DECEMBER 2005  
*Calgary, AB*

As the second head engineer at Bluewater Studios, my responsibilities consisted of recording and editing ADR voice tracks with Avid's Pro Tools software on a Macintosh platform for use in animations, cartoons, video games, auditions, voice demos & workshops – All while maintaining a professional recording environment with the ability to meet deadlines and work under stressful conditions in a fast paced work environment. In the position of Systems Administrator my responsibilities consisted of providing general IT and helpdesk support to the other employees on staff, the general upkeep and maintenance of all computers, networks, studio equipment and audio/video gear, as well as performing all hardware/software upgrades and installations.

## **OTHER EXPERIENCE**

- Over 15 years experience with computers, hardware, software and installations.
- Extremely well versed in Windows, Mac and Linux environments.
- Completely literate with a variety of software and hardware.
- Experienced in coding with HTML/PHP/Javascript/jQuery and MySQL databases.
- Design and maintain a number of active websites for various clients.
- Produce and arrange own personal material (Audio & Video).
- Perform computer repairs for friends & family in spare time.
- Acted on all types of positions on a number of student productions.
- Participated in 'Kids on The Air' Radio Program in Yellowknife, N.W.T. (60 Day Course)
- Received Certification from Bose Professional (through DMX Canada)

## PROFESSIONAL CREDITS IN FILM & TELEVISION

Series/Production Title	Credit	Number Of Episodes	Producer/Client
Dragonball	Recording Engineer	152	The Ocean Group
Dragonball GT	Recording Engineer	64	The Ocean Group
Mobile Fighter G Gundam	Recording Engineer	49	Bandai Entertainment
Zeta Gundam	Recording Engineer	50	Bandai Entertainment
Betterman	Recording Engineer	26	Bandai Entertainment
Fancy Lala	Recording Engineer	26	Bandai Entertainment
Banner Of The Stars I & II	Recording Engineer	26	Bandai Entertainment
Di Gi Charat Nyo	Recording Engineer/Dialog Editor	104	Bandai Entertainment
D.I.C.E.	Recording Engineer/Dialog Editor	26	Bandai Entertainment
Hoop Days (Dear Boys)	Recording Engineer/Dialog Editor	26	Bandai Entertainment
Gregory Horror Show	Recording Engineer	3-Disc DVD Set	Geneon Entertainment
Doki Doki School Hours	Recording Engineer/Dialog Editor	13	Geneon Entertainment
The Law of Ueki	Recording Engineer/Dialog Editor	51	Geneon Entertainment
Jubei-Chan 2	Recording Engineer/Dialog Editor	13	Geneon Entertainment
Flame of Recca	Recording Engineer/Dialog Editor	42	Viz Communications
Classic Zoids	Recording Engineer	67	Viz Communications

Video Game Title	Credit	Platform	Producer/Client
D.I.C.E.	Recording Engineer	Playstation 2	Bandai Entertainment
Mobile Suit Gundam Seed	Recording Engineer	Playstation 2	Bandai Entertainment
Gundam Battle Assault 3	Recording Engineer	Playstation 2	Bandai Entertainment
Inuyasha: The Secret of The Cursed Mask	Recording Engineer	Playstation 2	Bandai Entertainment
Zeta Gundam DX	Recording Engineer	PlayStation 2	Bandai Entertainment
Megaman X8	Recording Engineer	PlayStation 2, GameCube	Capcom
Megaman X	Recording Engineer	PlayStation 2, GameCube	Capcom
Crimson Tears	Recording Engineer	Playstation 2	Capcom
Gregory Horror Show - Soul Collector	Recording Engineer	Playstation 2	Capcom
Megaman Battle Network 5 DS	Recording Engineer	Nintendo DS	Capcom

## PERSONAL ATTRIBUTES

- Outgoing, determined individual with a strong desire for success.
- Team player with excellent communication & interpersonal skills.
- Quick to learn and adapt to new environments and technologies.
- Possess the ability to effectively manage competing priorities.

## MORE INFORMATION

More detailed information can be found online at <http://www.ryanmanning.ca>

## REFERENCES

References are available upon request.