

Curriculum Vitae/Resume

Gabriela Benavides Jaramillo

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Versatile audio visual professional with 5+ years of experience in audio production, sound design, and programming. Strong interdisciplinary background with a focus on audio technology, media systems and supporting software-driven artistic and research projects. Adept at collaborative problem-solving across technical teams and managing multiple projects.

EDUCATION

New York University — New York City, NY

Master of Music in Music Technology | 2025

CITI certification in Social & Behavioral Research | 2024

Berklee College of Music — Boston, MA

Bachelor of Music in Electronic Production & Design | 2022

Relevant Coursework: Advanced Projects in Immersive Audio, Interactive Media, Advanced Computer Music,, Digital Signal Theory, Advanced Acoustics, 3D Audio,. C++ Application Development, Music Information Retrieval.

Master's Thesis: *Implementing Spatial Audio for The Web; a Media Arts Perspective*

Toska Studios, — Remote

Audio Designer | Current

Collaborated with an independent game studio and publisher to design, implement, and optimize audio assets for *Habromania* IP with over 50,000 Steam wishlist additions.

Utilize scripting to integrate dynamic soundscapes and interactive audio elements responsive to gameplay mechanics. Coordinate closely with developers and designers using ClickUp for project tracking, ensuring audio sync and technical compatibility within the game environment. Manage iterative sound asset revisions based on testing and feedback to enhance player immersion and narrative cohesion.

Clive Davis Institute of Recorded Music — New York, NY

Production/Technical Assistant | 2024

Advise and oversee students in production suites, studios, and computer labs, enhancing their hands-on learning experience and maintaining a friendly, supportive environment conducive to growth. Operate, troubleshoot and maintain audio consoles (API, Neve, SSL) alongside Crestron systems to facilitate classroom and studio functionality, providing technical support as needed. Assist faculty with technical and logistical preparations for studio classes and live events, ensuring smooth operations. Manage equipment check-out, maintenance, and preparation, contributing to an efficient and well-organized studio environment.

Fusetron Sound — New York, NY

Intern | 2024

Fusetron Sound is one of the longest-running distributors of underground and experimental music in the United States, specializing in rare physical media and avant-garde art.

Contributed to research and strategic initiatives working closely with the Founder & CEO and authored detailed descriptions of music catalog entries, developed data scraping and formatting automation scripts using Python, worked on creative marketing strategies to promote catalog, designed promotional media material that aligned with the brand's aesthetic and communicate information effectively. Enhanced the shop website and user experience through updates using HTML and CSS and Liquid.

GroundUp Music Fest — Miami, FL

Production Assistant | 2023

Managed guest lists, facilitated artist check-ins and ensured a seamless festival experience for performers and VIPs. Assisted with stage setup, switches and teardown, contributing to timely and efficient performances. Operated audio equipment and provided support services, enhancing the overall experience for artists and guests.

Berklee Interdisciplinary Arts Institute — Boston, MA

Artist, Technical Consultant (Group Exhibition) | 2022

Premiered an innovative multichannel audiovisual work during a masterclass with renowned artist Claire Chase. Designed and edited audiovisual content for live performances, creating immersive experiences for audiences. Implemented and troubleshooted complex multichannel audio solutions using Max/MSP and Dante.

Berklee College of Music — Boston, MA

Audiovisual Designer, Production Assistant | 2022

Performed assistant FOH (A1) duties for rehearsals and designed audiovisual content for use in live performances at high capacity venues, enhancing overall production quality. Managed technical and administrative tasks, including technical setup and clerical preparation of rehearsal spaces, contributed to social media accounts resulting in increased community engagement. Assisted with lighting and sound during on-location shoots for marketing and internal purposes.

Hecuba — Short Film

Composer, Music Producer, Music Editor (Freelance) | 2021-2022

Composed and produced original music tailored to the film's narrative, enhancing its emotional depth and storytelling. Mixed and edited music cues to align with the director's vision, contributing to the film's overall sound design; film screened at the British Short Film Awards.

Residencies & Workshops:

ARP Foundation, 2024-25 Resident Artist at The Record Co.

Arp Foundation, The Record Co. (Artist Talk) — Boston, MA | 2025

Advanced Projects in Electronic Production and Design: *Composing with Modular Systems* (Talk), Berklee College of Music — Boston, MA | 2022

Selected Performances & Exhibitions

La Hora Acusmatica Virtual Concert Series, — Virtual, Argentina | 2026
Experimental Loop, (Performance) — Govs. Island, New York, NY | 2025
Experimental Loop, (Performance) — Govs. Island, New York, NY | 2024
Liberating Language Pop-Up Exhibit, (Group Exhibition) — New York, NY | 2024
Interactive Media, NYU Music and Audio Research Lab (Group Exhibition)— New York, NY | 2023
Berklee Interdisciplinary Arts Showcase (Group Exhibition) — Boston, MA | 2022
ARP Foundation Ensemble, Synthposium (Performance) — Boston, MA | 2021
Mixed Styles & Jazz Ensembles — Berklee College of Music | 2018-2020
Yamaha Junior Original Concert — Bogotá, Medellín, Colombia | 2013-2017

Selected Venues:

Berklee Performance Center (Boston, MA), The Record Company (Boston, MA), Pontifical Xaverian University (Bogotá, Colombia), Teatro Metropolitano (Medellín, Colombia)

Skills:

Recording: Foley, Dialogue, Voice Over/ADR

Mixing: Multichannel Audio, Surround and Sound Effects (SFX), Dialogue

Sound Design & Composition: Analog/Digital Synthesis, Software Instrument Building

Software Proficiency:

Digital Audio Workstations (DAWs): Pro Tools, Logic Pro, Ableton Live

Audio Programming: Max/MSP, Supercollider, Wwise, FMOD

General Programming: Git, Python, C#, C++, JS, CSS

Game Engines: Unity

Visual Programming: TouchDesigner

Other: Adobe Creative Suite, Resolume, Microsoft Office Suite

Languages: Spanish (Native), English (Native Proficiency), Japanese (Intermediate), Italian (Basic), French (Basic)