Ryan Marren

Audio Engineer

EXPERIENCE

Audio Engineer, Univ. of New Haven MB; West Haven, CT — August 2025 - Present
Set up and teardown live sound setup for rehearsal and performances. Manage FOH mix and monitor mixes simultaneously. Sound design and networking for digital audio systems.

Student Operations Manager, CSELO; West Haven, CT — August 2024 - May 2025
Managed a team of over a dozen student workers including scheduling, training, and conflict resolution. Handling funds and mail for all registered student organizations on campus including clubs and fraternities/sororities.

Studio Intern, Sound Stage Studios; Nashville, TN — January - May 2024
Completed session setups and teardown following a setup sheet provided by the lead engineer. Studio upkeep and client hospitality. Diagnosing and repairing gear including soldering XLR cables, headphones, and talkback pedals.

EDUCATION

University of New Haven, West Haven, Connecticut — Music and Sound Recording 2025
Blackbird Academy Semester Study Away Program
Music Technology Capstone
Presidential Merit Scholarship — Fall 2021—Spring 2025
3.4 GPA
TIPS Certified 2025-2028

SKILLS

Digital Audio Software: Pro Tools, Logic Pro, MainStage, Audacity, Adobe Audition
Recording Consoles: Trident, API, SSL 4K, Neve, Yamaha TF, Midas M32R
Programming & Scripting: Python, Bash, PureData, Reaktor
Miscellaneous: MuseScore4, Adobe Photoshop, Lightroom, Illustrator, InDesign, Arduino, Soldering, Linux

PROJECTS

Radio Show Production for 'Book Club!' 88.7 WNHU
Composed original score for Animated Student Film 'Jet and Havoc'
Arranging and Production for 'Fate the Animated Series'
Software and Systems for Internationally Competitive Robotics Team URC 2024, 2025

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