

# Brendan Cane

Audio Engineer & Multimedia Producer

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## Professional Summary

Audio Engineer with 10+ years of experience spanning podcasts, music, film, and interactive media. Skilled in sound design, composing, mixing/mastering, and end-to-end audio workflows, with a strong track record shipping quality output, building repeatable processes and collaborating across distributed teams.

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## Professional Experience

### Audio Engineer & Multimedia Producer — Ballen Studios

Oct 2022 – Jan 2026

- Lead audio engineer for **The MrBallen Podcast, Nexpo, Wartime Stories, and Bedtime Stories** (editing, sound design, mixing, and mastering).
- Optimized audio for multi-platform delivery (Amazon, YouTube, podcast networks).
- Diagnosed and resolved complex audio issues remotely and in-studio.
- Created detailed **written SOPs** and created video tutorials to standardize workflows and onboard team members; led cross-team meetings across time zones.
- Initiated and prototyped a **MrBallen Unreal Engine game**, creating assets across audio, 3D, and graphics, and building gameplay systems (movement and quest mechanics).
- Built and tested **interactive audio systems in Unreal Engine**, integrating music, SFX, and environmental sound with real-time gameplay.
- Owned the **end-to-end creative pipeline for 3D animations** for Ballen Studios (Amazon), from concept and ideation through asset creation, technical build, and final delivery.
- Designed and integrated **3D assets, audio, and graphics** (including occasional field recording and original composition), and created visual branding materials such as the **MrBallen one-sheet** for partner outreach.

### Freelance Audio & Production Engineer

2016-Current

- Produced, mixed, and engineered music for **Disney Channel artists**; served as primary liaison between artists, managers, and producers.
- Operated large-format analog and digital consoles in top-tier studios; managed complex signal routing and workflows.
- Tracked and mixed artists for **Universal Music**; designed album artwork for **Valley**.

- Collaborated with **XO/Weeknd studio artists** in recording and producing and delivered mixes for **Warner Records**.
- Produced, mixed, and mastered **hundreds of tracks** across genres for commercial and independent clients.

## Owner & Creative Director — Muskoka Design Company 2019 – 2023

- Founded and led a creative studio, scaling to a team of **5–10 collaborators**.
- Led hiring, onboarding, and performance expectations for designers and developers.
- Primary client liaison; led discovery interviews and strategy meetings.
- Oversaw budgets, invoicing, and payroll while maintaining profitability.
- Built repeatable workflows and documentation to improve team efficiency.

## Audio Engineering & Business Management, MetalWorks Institute 2015

- Trained on an **80-channel SSL 4080 G+** (the only in the world) and **Neve 8048** under engineers with credits including Britney Spears, Drake, The Weeknd, DMX, and Justin Bieber.
- Delivered professional tracking, editing, and mixing work including a **Tim Hortons commercial**.

## Technical Skills

- **Audio:** Pro Tools, Logic Pro, Ableton, Reaper, iZotope, Waves, UAD, field recording
- **Game Audio:** Unreal Engine workflows; interactive implementation concepts
- **Multimedia:** Premiere/Final Cut, Photoshop, Illustrator, 3D pipelines
- **Collaboration:** Remote leadership, SOP creation, cross-discipline integration

## Creative & Interactive Projects

- Cinematic sound design and mix for The Witch (fan sequence) with original field recordings.
- End-to-end audio for Maxine trailer and Ponyo sneak peek (music, SFX, ambiance; vocals excluded).
- Interactive-style audio for a Final Fantasy X cutscene (composition, SFX, final mix).

## Awards & Notable Achievements

- **MrBallen Podcast** — Golden Globe Nomination
- **Ballen Studios** — 2× Webby Winner; 4× Nominee
- Part of a podcast portfolio averaging **~8M monthly downloads (Q3 2025)**
- Worked on multiple #1 charting shows in True Crime, History, Medical, and Society & Culture