

David Carroll

Summary 27 years of professional audio and video engineering and management experience. Excellent team member who thinks on his feet. Wide scope of knowledge and capabilities, capable of attending to detail while managing the big picture.

Highly motivated by quality.

Experience

1998-Present David Carroll Associates El Cerrito, CA
Independent Project Manager and Engineer

- Built project teams up to 25 and successfully executed several projects

1985-1998 Richmond, CA
President, David Carroll Electronics, Inc.

- Bootstrapped company to \$5M annually
- Set quality standards known industry-wide

1979-1985 Zoetrope Studios S.F. and Hollywood
Post Production Audio Engineer

- Chief engineer on "Rumblefish", "Cotton Club", "Gardens of Stone"
- Special project engineer on "Apocalypse Now", "One From the Heart"

1973-1977
Live Sound Engineer

- Designed and built concert scale sound systems and stage equipment, traveled extensively on stadium tours

Engineering Skills

- **Physical layer engineering:** *Space Panning* – equipment layout, ergonomics, maintenance access, custom furniture design; *Low Voltage Accommodation* including conduit, tray, floor system requirements; *Technical Power* – power and grounding systems, isolation, load requirements, circuiting
- **Plant Infrastructure:** *Cable Plant Design* – head end, patching, cross connect, tie lines, routing, flexible and maintainable systems
- **Technical Systems:** Post Production facilities, dubbing stages, machine rooms, backbone design, Multi-format projection and presentation (film and video), ADR, Foley, and music recording systems, monitoring systems, DSP and network based audio systems, routers, videoconferencing, control systems, PC based workstations

Key Projects

The following projects were executed under Mr. Carroll's direct control for both project management and engineering standards. In most cases these were turn-key, design-build contracts. This is a small sampling of projects meant to show the variety of projects completed.

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| 1998-1999
San Francisco | Sony Yerba Buena Metreon <ul style="list-style-type: none">▪ Venues: The Way Things Work, Microsoft Store, Sony Style Store |
| 1988
Redwood City, CA | Electronic Arts Media Lab II <ul style="list-style-type: none">▪ Move and expand multi-room audio post production facility |
| 1997
Burbank, CA | Walt Disney Feature Animation Northside Conference Facility <ul style="list-style-type: none">▪ Multi-room, multimedia presentation, screening, and production center |
| 1997
Los Angeles, CA | 20 th Century Fox Newman Scoring Stage <ul style="list-style-type: none">▪ Film scoring stage |
| 1995
Monterey, CA | California State University Distance Learning Center <ul style="list-style-type: none">▪ AV presentation and interactive distance learning facility |
| 1992-1995
Washington, DC | US Senate Chambers sound system <ul style="list-style-type: none">▪ Advanced digital audio system |
| 1992-1993
New York, NY | Sony Music Studios, New York City <ul style="list-style-type: none">▪ Multi-room music production facility |
| 1990-1991
Santa Monica, CA | Skywalker South - Lantana <ul style="list-style-type: none">▪ Multi-room film post production facility |
| 1992
San Francisco, CA | KPIX-TV <ul style="list-style-type: none">▪ Master Control system |
| 1990
Berkeley, CA | Saul Zaentz Film Center Mix B <ul style="list-style-type: none">▪ New film dub stage with machine room |
| 1986-1987
Nicasio, CA | Skywalker Ranch Technical Building <ul style="list-style-type: none">▪ Infrastructure and dubbing stages |

Capabilities

- Strong team builder
- Broad knowledge of digital audio and video technology
- Manage generation of focused, meaningful documentation
- Highly adept at custom solutions
- Excellent communicator

Philosophy

"I look at solutions from a pragmatic viewpoint. Function and reliability are my most important criteria. I design in flexibility to accommodate change. Then I stop and challenge my assumptions."