Phone

+1 (519) 817-9852

Email

anthonyrsaab@gmail.com

website

https://anthonyrsaab.wixsite.com/anthonysaab

Address

Toronto, Canada

ABOUT ME

A dedicated, passionate and enthusiastic music composer, sound designer, sound engineer and Post Producer with more than 10 years of experience in the field of Post-Production and sound for TV, short films, documentaries and games. Seeking a position to grow my potential and utilize my skills in the world of sound and Post-Production.

EDUCATION

BA IN MUSICOLOGY & MEDIA STUDIES

Notre Dame University - NDU

CLASSICAL HARMONY, COUNTERPOINT & ORCHESTRATION

Lebanese National Conservatory

LANGUAGES

Arabic - Native Language English - Full Professional Proficiency French - Elementary Proficiency

REFERENCES

Available upon request



ANTHONY SAAB

MUSIC COMPOSER - SOUND DESIGNER - AUDIO ENGINEER - POST PRODUCER

SKILLS

- Creating realistic and high quality mock-ups
- Creating music that is both technically sound and artistically resonant, and that performs its intended function.
- Being a sound engineer and music composer, I have the ability to balance technical expertise with creativity and artistic vision.
- The ability to think critically and troubleshoot technical problems
- I am meticulous in my approach to every task, and I consistently strive to ensure high quality results on time.
- As an experienced Post-Producer, I've developed excellent management skills, including the ability to develop and manage budgets and schedules, prioritize tasks, coordinate with all other departments and client servicing.
- I have a strong desire to continuously learn and grow, and I am confident in my ability to quickly grasp new concepts and apply them to my work.

WORK EXPERIENCE

2019-Present

MUSIC COMPOSER - SOUND DESIGNER - SOUND ENGINEER Self Employed

- •Worked on sound desigining, mixing and mastering projects for high-profile clients such as BBC, McDonald's, Airfrance, Louis Vuitton..., and was able to enhance the overall quality and impact of these projects.
- Worked as a music composer and sound designer on "Desert Revenant", a successfull game that is available on Steam with numerous positive reviews. I also implemented the final audio in the game using the middleware audio engine FMOD. I was able to make a significant contribution to the success of the project.
- Handled the sound branding of ATV, a prominent Turkish TV station, to enhance the audio identity of multiple TV programs.

2013-2019

POST-PRODUCER - MUSIC COMPOSER - SOUND ENGINEER Montage TV Production

• Directed and supervised multiple departments, including Animation, VFX, editing, and color grading, to deliver exceptional results within strict deadlines.

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WORK EXPERIENCE

- Produced audio that aligned with the creative vision of esteemed clients such as: Swatch, Kit Kat, Ariel, Nivea, Pampers, Turkish Airlines and many others.
- I managed the process of sourcing, selecting, and recording voiceover talents, ensuring that each voice artist was a perfect fit for the project's creative needs while adhering to budgetary constraints.

2014-2016

MANAGING PARTNER - SOUND DESIGNER - SOUND ENGINEER Fruitree Revolution

- Co-produced a variety of TVCs and documentaries, elevating each project through meticulous attention to detail and creative vision.
- Worked as a post-producer, sound designer and sound engineer on successful campaigns and projects for clients such as UNICEF, UNDP, Mukhadder, Abaad and many more.

2011-2013

OWNER - HEAD OF AUDIO DEPARTMENT

Phoenikia Studios

- I succesfully planned and designed the audio room to have great acoustics for recording and mixing. Additionally, I ensured proper soundproofing and created an environment that optimized audio quality, allowing for precise audio adjustments.
- Recorded and mixed music for bands with great results and quality

2010-2013

MUSIC COMPOSER - MUSIC TEACHER - SOUND ENGINEER Audionese

- Arranged, recorded, and mixed songs for multiple artists, one of which is Anthony Touma, a finalist on The Voice France 2013.
- Taught music theory, harmony, ear training and guitar for students from all ages

SOFTWARE USED

- Advanced Proficiency in Steinberg Cubase
- Intermediate level competence in Protools
- Proficient in the use of FMOD for game audio implementation
- Highly skilled in audio restoration and clean-up using Izotope RX
- Proficient in Mastering with Izotope Ozone if needed
- Experiencewith various audio plugins including Waves, UAD, Soundtoys...
- Familiarity with a wide range of VSTs such as Orchestral Tools, Cinematic Studios, Omnisphere, East West, 8 Dio...
- Perforce P4V user
- Occasional use of Adobe Photoshop, After Effects and Davinci