

Contact



630.945.8109



conn.sherrill@gmail.com



www.connsherrillsound.com



Chicago / Milwaukee Area

CONNOR SHERRILL

Multimedia Specialist | Designer | Audio Engineer

ABOUT

I am an experienced audio engineer and multimedia specialist with a strong background in sound design, live audio engineering, and digital content creation. With eight years in live theatre audio, I developed expertise in live mixing, sound design, recording, and editing. Over the past year and a half, I have expanded my skill set as a Multimedia Specialist, mastering the Adobe Creative Suite while managing digital media, designing and overseeing internal and external communications, and handling web management and design. I thrive at the intersection of technology and creativity, ensuring high-quality audio and visual experiences across multiple platforms.

PROFESSIONAL EXPERIENCE

2023-
2025

Uprise Health *Irvine, CA (Remote)* **Multimedia Specialist**

- I produced and managed digital content to drive marketing efforts, utilizing the full range of the Adobe Suite for graphic & motion design, social images and video, and to craft engaging internal and external communication assets. I also played a key role in refining web management strategies, optimizing content performance, and contributing to ongoing SEO initiatives to boost visibility and engagement.

2019-
2022

The Signature Theatre *Arlington, VA* **Live Audio Engineer (A2 & Mixer)**

- During the run of a show, I was responsible for all backstage audio. On a typical show this would include over 40 microphones worn by actors or used on the orchestra. I would rig microphones specifically for each actor and solve all sound issues in real time. This has made me very comfortable at troubleshooting quickly and working under extreme pressure. Between show runs, I would help facilitate the teardown and re-configuration of the sound system for the next show's specific needs.

2018-
2019

The Fulton Theatre *Lancaster, PA* **Sound Designer & Automation Specialist**

- I was the sound designer and mixer for many kids' shows and a straight play. These designs required heavy collaboration and preparation between departments. I also composed music, produced video content and created many custom sound effects for these productions. For the theatres main-stage performances, I would program and run all automated scenery.

2016-
Present

Freelance

- I have done freelance work on many different audio and design projects. Examples include: worked on design and video with a freelance team for brands like Invesco and Amazon, various sound design and mixing projects for online media, and even composing music for dance shows.

2014-
2018

Purdue University *West Lafayette, IN* **Studio Manager & Teaching Assistant**

- General upkeep and troubleshooting of the hardware and software in the University's recording studio and theatrical spaces. As a Sound TA, I would manage the students booked time in the spaces, guide them through various sound equipment, and teach them necessary audio techniques related to their projects.

SKILLS

- Pro Tools, Logic, DP
- Adobe Creative Suite (After Effects, Premiere, InDesign, Photoshop, Illustrator)
- Audio Recording, Editing, Mixing, Mastering, and Post-Production
- Graphic & Motion Design
- Live Audio Design and Mixing
- Web Design (WordPress, Figma)
- Hubspot & Mailchimp
- Microsoft Office Suite (Word, Excel, PowerPoint, Outlook)

EDUCATION

Purdue University **BA in Sound Design 2018**

At Purdue, I tackled both technical and artistic challenges, gaining hands-on experience in solo and collaborative work. I graduated with strong teamwork, adaptability, and professionalism.

REFERENCES

Mallori Bontrager
Uprise Health -
Director of Marketing Operations
319.530.4047
mallori.bontrager@gmail.com

Richard K. Thomas
Sound Design Professor
765.494.8150
zounds@purdue.edu

Ryan Hickey
Signature Theatre -
Sound Lead
757.685.9153
hickey.ryanm@gmail.com