

Brandon Vazquez

Baltimore, MD | (703)-347-4472 | brandonvazquez020@gmail.com | ma1um.net

Education:

Master of Arts, In progress, Peabody Institute, [Acoustics](#) - graduating May 2026

Coursework: Architectural Acoustics, Psycho Acoustics, Musical Acoustics, Noise Control, Audio/Visual System Design, Acoustical/Audio Measurements, Architectural Acoustics 2

Bachelor of Fine Arts, Maryland Institute College of Art, [Interactive Arts](#) - May 2024 • 3.76 GPA, Dean's List Magna cum laude

Coursework: Creative Coding, Digital Fabrication, Live Immersive Production, Film/Video, Live Electronic Music, Studio Techniques & Recording

Skills:

Software Tools: Rhino, Adobe Suite (Photoshop, Illustrator, Indesign, Premiere & Audition), AutoCAD, Blender, Unity, CURA Ultimaker, Ableton Live, Max/MSP, Touch Designer, Atlassian Suite (Jira, Confluence, Trello), IRIS, INSUL, Bluebeam

Programming Languages: C#, HTML, CSS, [Processing/p5.js](#) (Based on Java), MAX, Grasshopper

Additional Skills: Foley and Sound Design, Live Sound and Recording, 3D Sound, Generative Sound Design, Networked Audio, Multimedia Installation, Video Production, Graphic Design / Art Principles, UI/UX Design Monoaural/Spatial Impulse Response Capture

Work Experience:

ArchMech Intern

[Acentech](#), Boston, MA | June 2025 - present

- Assessed structural and mechanical system designs to provide recommendations on interior room acoustics, ambient noise, and sound isolation.
- Visited sites in person to collect sound data and present in-situ auralizations. Executed research on museum and gallery acoustics.

Studio Assistant

[Third Space Network](#), Washington, D.C | May 2024 - August 2024

- Assisted in studio production of the Telematic Theatre, a live virtual theatre utilizing Max/MSP, Ableton Live, and extensive video and audio workflows and signal paths.
- Researched and developed solutions for low latency audio over a network in service of online telematic theatre productions.

Recording Studio Technician

[Maryland Institute College of Art](#), Baltimore, MD | May 2023 - May 2024

- Operated and maintained audio equipment to record bands, podcasts, musicians, vocalists, and voice-overs, ensuring high-quality sound capture across various projects.
- Worked with various types of digital/analog audio equipment, audio software, and computer file formats.
- Mentored students with projects and patched/maintained instruments, microphones, and monitors.

Shop Tech, Make Cool Stuff Lab

[Maryland Institute College of Art](#), Baltimore, MD | January 2021 - May 2023

- Mentored students with digital fabrication and design projects.
- Maintained and troubleshoot digital fabrication equipment (3D printers, CNC, CURA Cricut).

Projects/Additional Experience:

In Progress - Architectural/Psychoacoustic Research

Baltimore, MD | August 2024-Present

- Researching Museum acoustic applications through various acoustic modeling techniques

Gallery A/V Consultant, Irene and Richard Frary Gallery

[Hopkins Bloomberg Center](#), Washington, DC | January 2025 - April 2025

- Provided A/V consultation and systems design for the exhibit: Strong, Bright, Useful & True: Recent Acquisitions and Contemporary Art from Baltimore
- Coordinated with speaker, projector, and installation reps for a custom A/V install

Electronic Music Club President

[Maryland Institute College of Art](#), Baltimore, MD | January 2022, May 2024

- Organized, scheduled, and managed large-scale public events
- Managed community outreach, performer payment, budgeting, and design