

Oscar Muendel

Artist/Audio Engineer/Writer

<https://mundelor.com> | mundelor.io@gmail.com

Education

BFA in Kinetic Imaging w/ Minor in Creative Writing | VCUarts

- Award of Excellence in Kinetic Imaging
- VCUarts Outstanding Portfolio Award
- UROP Fellowship Research Grant

Experience

Freelance Sound Tech (2024 - Present)

- Experience running sound for venues/weddings around Richmond, VA
- Venues include: Get Tight Lounge, Brambly Park, Banditos Lounge, etc.
- Knowledge of onstage signal flow, mic placement, PA management, etc.
- Experience mixing with M32/X32 boards, both from console and from iPad

Production Manager - WVCW Radio (2022 - 2025)

- Managing live band recordings, artist interviews, and podcasts
- Professional-grade camera operation, video editing, and audio engineering
- Building and maintaining a 24/7 online radio broadcast studio

Sound Technician Intern - Broadberry Entertainment Group (2023 - 2024)

Screenings

“Swollen Dust”, *ImagiKInesis*

- Byrd Theater, Richmond VA | 2025

“Apotheosis”, *SEFF*

- Binghamton University, NY | 2023

Exhibitions

“Surface & Signal”, *Surface & Signal*

- The Andersen, Richmond VA | 2025

“Body Synthesis”, *Aisle Isle*

- Richmond VA | 2024

Skills

- Sound design
- Audio engineering
- Live and studio
- Music composition
- Video editing
- Color grading
- 3D modeling
- 3D animation
- Creative code
- Story writing

Programs

- Premiere Pro
- Audition
- Reaper
- Ableton Live
- Pure Data
- TouchDesigner
- Maya
- Unity
- Photoshop
- After Effects