

Alastor Shkreli

Music Producer, Sound Designer & Recording Engineer



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Berklee College of Music Boston, MA
Sound Design for the Electronic Musician I 2019
Sampling and Audio Production I 2019
Composing and Producing Electronic Music 1 I 2018
Composing and Producing Electronic Music 2 I 2018

CUNY Baruch College New York, NY
Bachelor of Arts in English I 2010

La Salle Academy New York, NY
National Honor Society Inductee I 2005



Steinberg Nuendo
Steinberg Cubase
Ableton Live
Cycling '74 Max/MSP
Adobe Audition
and over **7,000** Plug-Ins

Profile

Sound Designer and Technologist with over 20 years experience specializing in cinematic sound and electronic music. Renowned for designing cutting-edge presets, compiling sound libraries for industry-standard synthesizers & music production tools and developing a signature style of vivid, motion-graphic sound heard across major films, television, and various mixed media. As a solo artist, I've amassed over 60 million streams and co-produced a worldwide Number 1 hit single — all while maintaining a prolific catalog of over 40 releases and an expanding clientele that includes *Warner Bros.*, *Hulu*, *Microsoft* & *BBC* to name just a few. As a trusted collaborator among Hollywood's top post-production teams, I strive to remain an influential educator whose sound design curricula continue to guide and inspire audio creators worldwide.

Experience

Lead Sound Designer All Living Things, LLC Beverly Hills, CA

May 2017 — June 2026

As Lead Sound Designer, I created custom sound libraries and presets for a variety of aspiring artists, providing tailored audio solutions that fit their unique creative needs. I had the opportunity to work on several film and trailer projects, including *El Hombre De Las Mil Caras*, a **Warner Bros.**-distributed film, as well as the *Milli Vanilli* biopic *Girl You Know It's True*. In these projects, my sound design and original music were featured prominently in both trailers and the films themselves. In addition to my work in film, I contributed to over 40 music releases that collectively garnered more than 55 million streams worldwide. I also collaborated closely with post-production teams and various clients to create compelling and impactful audio for a wide range of media, including film and commercial campaigns. My specialization in high-tech motion graphic sound design — particularly mechanical, servo-driven textures and dynamic transitional effects — became a signature element in my cinematic work, often compared to the sound language of large-scale, effects-heavy blockbusters.

Sound Designer Slate-Digital Los Angeles, CA

February 2017 — April 2020

At **Slate-Digital**, I served as a Sound Designer responsible for developing a broad range of factory presets and custom patches across the company's suite of industry-standard audio plugins. My work focused on optimizing user workflows by delivering sonically rich, mix-ready presets tailored for music producers, engineers, and sound designers alike. Many of my contributions were featured in the platform's curated "Best Of" preset selections, and became go-to resources for **Slate-Digital's** user base. I collaborated closely with software engineers, DSP developers, and the marketing team to align creative content with product launches and user engagement strategies. Contributed to beta testing, UI/UX feedback, and product refinement cycles in collaboration with internal development teams; conducted iterative testing and fine-tuning to ensure preset musicality, translation, and compatibility across genres and DAWs; applied advanced audio processing techniques including dynamic range shaping, harmonic excitation, spectral balancing and transient design.

Preset Designer & Tutorials Sonic Academy Hollywood, CA

March 2016 — September 2019

Sonic Academy is where I developed factory and expansion presets exclusively for the *AN42* synthesizer, combining advanced synthesis techniques with genre-specific musicality to support both beginner and professional producers. In addition to preset design, I contributed to multiple instructional video tutorials — many of which remain available on the **Sonic Academy** platform — teaching foundational and advanced topics in synthesis, sound design, and music production. These contributions helped shape the learning experience for a global audience of aspiring producers and reinforced **Sonic Academy's** role as a trusted educational hub in electronic music. Authored and presented video tutorials covering sound design theory, modulation routing, envelope shaping, and creative workflow strategies; supported product releases and expansion packs with educational content aligned to evolving industry trends and user needs.

Sound Designer, Music Producer Atlantic Records Hollywood, CA

July 2012 — January 2016

At **Atlantic Records**, I provided sound design, music production, and engineering support for tracks involving a roster of high-profile artists including *Shakira*, *Enrique Iglesias*, *Jennifer Lopez*, *Flo Rida*, *Akon*, *Justin Bieber* and *Nelly*. In addition to designing custom sound elements and programming signature textures, I worked hands-on in recording sessions with many of these artists, contributing directly to the sonic detail and emotional tone of their performances. One of the tracks I worked on went on to become a global Number 1 hit in 2012, selling over 29 million copies worldwide. My role often extended into A&R support, offering feedback on early-stage demos and guiding creative direction through collaborative production meetings. Created signature sound design elements and FX layers for major-label commercial releases; engineered and assisted in vocal tracking, comping, and session management during high-profile studio recordings.

