

# Mana Saei

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## Education

- Emily Carr University of Art + Design (ECAUD),  
BMA in New Media and Sound Arts  
📍 Vancouver, BC Sept 2017 - May 2021
- Science and Research University of Tehran,  
BSc in Physics Sept 2010 - May 2014  
📍 Tehran, Iran

## Work Experiences

- **Audio engineer** - Various projects  
📍 Virtro Technology, Vancouver, BC. July - October 2021  
Spatial ambience, animation and UI sound design, digital music composition, speech, and fixing all audio related issues for interactive VR and WebGL projects.
- **Research Assistant and Podcast Producer** - Wild Empathy VR project by Julie Andreyev (Artist)  
📍 ECUAD + Science World (Van) Sept 2018 - Dec 2019  
VR video production. Podcast production. Doing some of the visual aspects of the installation. Documentation.  
**Displayed at Science World, Vancouver, BC.**
- **Ambisonic Sound Designer** - Unceded Chiefs VR film  
📍 IM4 Lab at ECAUD Jan - Mar 2020  
Ambisonic field recording and sound design. Decoding the Ambisonic file into Binaural for headphones.  
**Premiered at VIWFF 2020.**
- **Spatial Sound Designer** - Dami and Falian VR animation  
📍 BGM Lab at ECAUD June - Sept 2019  
Spatial sound design for a 360 VR animation.  
**Premiered at VIFF Immersed 2019.**
- **Sound and Music producer** - Incognito Mode animation  
📍 Intersections Digital Studio at ECAUD Feb - May 2020  
Dialog edit. Sound design. Music production for an educational 2D Animation.
- **Production Research Assistant** - Digital + Creative Knowledge Sharing (A Fall Series on Data Management for Art and Design Researchers)  
📍 ECUAD Sept 2020 - Dec 2020  
Producing video trailers for the official Instagram page of the series. Video edit for online talks and workshops.  
Web design for the Creative Knowledge Sharing website.
- **Media Intern** - Bird Park Survival project  
📍 Animal Lover Art, Vancouver, BC. Aug - Sept 2019  
Wildlife field recording with a variety of microphones.  
Editing collected video and audio. Documentation.
- **Research Assistant** - Vibrational Listening Sound installation by Caroline Park (Artist)  
📍 RBC Media Gallery at ECAUD May - July 2018  
Technical support. Research. Documentation.

- **Audio Artist** - LOOP Gallery  
📍 RBC Media Gallery at ECAUD Oct 2018  
*Composing digital music.*

## Awards

- Inaugural BGML NMSA Award June 2021
- Friends of Emily Carr Scholarship May 2019
- Christopher Foundation Scholarship June 2020

## AudioVisual Installations

- The Lockdown (Virtual Exhibition) May 2020 - 2021
- Solitude (Interactive AV Installation) November 2020
- Fall (VR film) November 2019
- Forest (Sonic Painting) April 2019
- Father (Light and Noise Installation) November 2018
- Anti War (Stop Motion) November 2017

## Projects

- Creating VR 360 Videos and Audios
- Creating 3D Game and Game Audio
- Film making and Editing
- Stop Motion Film
- Digital and Analogue Photography
- Sound Design for Motion Pictures
- Spatial Sound Design for 360 VR Videos
- Field Recording
- Ambisonic and Binaural Recording and Decoding
- Digital Ambient Music
- Dialogue Edit, Foley and ADR
- Podcasting
- Sound Performance
- Web design by Wordpress

## Memberships

- Vancouver Post Alliances (VPA)
- VIFF 2019 and 2018
- Vancouver Art Gallery
- Sound Girls

## Skills

- **Software**  
**Audio:** Pro tools, Reaper, Wwise, Izotope, Audition, Ableton live, Audacity, Spatial Workstation, Microsoft Speech Studio  
**Others:** Unity, Premiere Pro, Photoshop, Illustrator, Dragonframe, Wordpress, Excel, Word, PowerPoint
- **Programming and versioning**  
Max, Processing, Sourcetree, Git

## Volunteer Experiences

- Live Sound Mix for a New Year's event  
📍 Fairmont Hotel, Vancouver, BC. Dec 2019
- Sound Design for The House of Bernarda Alba show  
📍 FireHall Arts Centre, Vancouver, BC June - July 2019
- 27th Annual Victoria Symphony Splash  
📍 Inner Harbour, Victoria, BC July 2016
- Lab technician, Science and Research University  
📍 Tehran, Iran Sept 2013 - May 2014