

# Manuel Tirado

## Audio, Recording, and Mixing Engineer

Tacoma, WA | (253) 455-6643 | [Music Reel](#) | [Website](#) | [LinkedIn](#) | [mtiradopro@gmail.com](mailto:mtiradopro@gmail.com)

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### Summary

**Audio Engineer** with a robust background in studio recording, live sound reinforcement, and multimedia post-production. Over five years of hands-on experience engineering audio across live events, video projects, and interactive media. Experience spans across a wide range of projects, from church audio and engineering musical theater recordings to delivering complete post-production audio for web content and music and SFX for game jams. Technically fluent in Studio One, Reaper, multitrack recording rigs, and mixing consoles; currently expanding fluency in game audio tools. Collaborative, creatively driven, and based in the Seattle-Tacoma area with a passion for immersive audio and storytelling across formats.

### Work & Project Experience

#### ***Versified! The Human Equation*** — Composer, SFX, Audio and Video Post-Production

*Remote | Feb 2024 – Present*

- Delivered 16 musical cues, 2 soundscapes, and full audio post across 3 editions of the theatrical poetry project
- Handled all sound editing, restoration, mixing, and mastering for synchronized video content
- Sole video editor of 3 editions of the project thus far, including full length (1.25hrs), 2 10-minute cuts, and individual poems

[\[Instagram Profile\]](#)

#### ***Bethlehem Baptist Church*** — Audio Director

*Tacoma, WA | Jul 2022 – Present*

- Lead technical planning, live sound mixing, and system design for weekly events and livestreams
- Manage FOH and monitor systems, wireless mic coordination, real-time troubleshooting, and purchasing for audio department
- Coordinate A/V team and provide support for video playback and broadcast audio

#### ***Decade Sound Studio*** — Recording & Mixing Engineer

*Tacoma, WA | Aug 2022 – Present*

- Record and mix music and dialogue for studio clients using Studio One and outboard gear
- Edit and deliver stems and/or final mixes for video integration, streaming, and album release
- Direct musicians/clients to maximize production quality

## ***Pauper: The Musical – Inside the Studio — Recording Engineer (Video Project)***

*Tacoma, WA | Jul–Aug 2024*

- *Captured multitrack studio sessions for a Broadway musical feature*
- *Delivered clean audio for synced video production on YouTube*  
[\[YouTube Link\]](#)

## ***48 Degrees North — Recording, Mixing, and Mastering Engineer; Musician***

*Tacoma, WA | Aug 2018 – Oct 2023*

- *Produced and engineered recordings released on Spotify; managed complete production cycle*
- *Oversaw audio for music videos and social media promos*  
[\[Spotify Link\]](#)

## ***Game Audio Projects (Remote, Collaborative)***

- *Auditory Dissolution – Game Jam Audio Lead: Created interactive soundtrack & SFX with GitHub integration (May 2025) [\[itch.io link\]](#)*
- *Solar Struggle – Composer/SFX for 2 tracks, 6 FX (Aug 2024) [\[itch.io link\]](#)*
- *Lucha Libra – Composer/SFX: 1 track, 3 FX (Aug 2024)*
- *Arborflare – Multi-variation score for 4-day jam (Aug 2022) [\[itch.io link\]](#)*

## ***LJ Collective Band — Keyboardist, Mixing Engineer***

*Remote/Local | 2020*

- *Performed, captured, mixed, and mastered studio recordings for band's SoundCloud demos*  
[\[Soundcloud Link\]](#)

## ***Allstar Guitar Academy — Music Instructor***

*Gig Harbor, WA | Jun 2022 – Present*

- *Teach 1-on-1 lessons in various musical disciplines*
- *Handle any and all audio needs for academy-wide recitals*

## **Education**

**Pacific Lutheran University** (Tacoma, WA)

*Bachelor of Music in Composition - December 2017*

## **Skills & Tools**

### **Audio/Music Tools:**

- Studio One, Ableton Live, Reaper (basic workflow), working knowledge of Pro Tools from previous projects
- Operate and/or own various commercial mixing consoles,
- Design, own, and/or operate Mobile multitrack recording and handheld recording rigs
- Basic fluency with game audio integration with Fmod

**Sound Design:** Field recording, Foley, Sample Manipulation, Synthesis, Layering, Dynamic Recording and FX

**Other:** GitHub, Davinci Resolve, Remote collaboration, Trello, Todoist