Daniel W. Eaton

Curriculum Vitae

Los Angeles, CA 90027 • daniel@danielcastledine.com • (661)904-8997

Danielcastledine.com • Littlecastlemastering.com

Education

California Institute of the Arts Santa Clarita, CA

M.F.A. Music Composition, Experimental Sound Practices and Integrated Media 2011

Coursework: music technology, music composition, multimedia, and performance.

University of Wisconsin Stevens Point, WI

B.M. Music Performance/Jazz Studies 2008

Teaching Experience

Los Angeles Recording School Los Angeles, CA

Instructor in Audio Production / Curriculum Developer 02/2019 – Current

- Led bachelor-level courses in advanced audio post-production, interactive sound, sound design, and digital audio theory, teaching and mentoring more than 100 students annually.
- Designed and implemented curriculum for sound design and interactive media courses, integrating industry-standard tools including FMOD, Wwise, and Avid Pro Tools.
- Developed and delivered original course projects and lectures focused on foley recording, creative sound design, and sample library management, emphasizing how sound enhances storytelling, character development, and emotional impact in film and video games..
- Mentored students in portfolio development through individualized coaching and constructive feedback, preparing graduates for successful careers in the audio and interactive media industries.

California Institute of the Arts Santa Clarita, CA

Special Faculty / Re-recording Mixer for the School of Character Animation 08/2021 –Current

- Designed and taught a specialized course for second-year animation students on sound design, focusing on sound theory and history, recording practices, and digital workflows in Pro Tools.
- Designed and taught original curriculum covering foley recording, sound design, and sample library management, equipping students with practical audio production skills while emphasizing the role of sound's powerful role in animation storytelling and character development
- Supervised and streamlined the re-recording mixing for the CalArts Producer's Show from 2022-2026, managing over 90 short film mixes and ensuring high-quality sound deliverables for a live audience in the David Geffen Oscar Theater and Directors Guild of America.

Columbia College Hollywood Reseda, CA

Adjunct Faculty / Curriculum Developer 01/2018 – 01/2020

- Developed and taught courses in interactive audio and sound for film, focusing on the integration of audio middleware (Fmod) and visual scripting in Max/Msp for interactive media.
- Led advanced sound design courses, teaching students professional techniques in foley recording, re-recording mixing, and digital signal processing.

- Created and delivered coursework on sound design workflows in Avid Pro Tools, preparing students for real-world audio post-production scenarios.

SAE Hollywood Los Angeles, CA
Adjunct Faculty 06/2015 – 01/2019

- Taught comprehensive courses in audio production with a focus on post-production, studio recording, and sound design for film and television.
- Directed student-guided recording sessions, where students applied foley and dialogue techniques using analog and digital equipment.
- Promoted a culture of inclusivity and collaboration, helping students from diverse backgrounds excel in both technical skills and creative expression.

Art Institute of California San Bernardino, CA
Full Time Faculty in Audio Production 12/2011 – 07/2015

- Developed and taught courses on digital audio theory, sound design, live sound, and basic acoustics, laying the foundation for students pursuing careers in audio production.
- Utilized a hands-on, project-based approach to instruction, engaging students in real-world audio production scenarios and cultivating their ability to work in diverse media contexts.
- Introduced students to studio recording techniques, from mic placement to signal routing, while fostering an understanding of psychoacoustics and its application in the studio environment.

Professional Experience

Little Castle Sound Los Angeles, CA
Sound Designer, Re-recording Mixer, and Mastering Engineer 08/2009 – Current

- Developed and managed audio pipelines for over 100 films and animations, including award-winning projects and several with Oscar qualifications.
- Optimized post-production workflows for film and mixed media, ensuring projects are completed within deadlines and with the highest quality standards
- Led the mastering process for thousands of music releases, utilizing a hybrid digital/analog mastering system to produce industry-leading results.
- Adapted audio content in response to client feedback, refining and revising designs to achieve the perfect balance between creative direction and technical precision.
- Build strong relationships with clients, ensuring repeat business and a high rate of satisfaction.

StudioSands A Creative Production Company Los Angeles, CA
Sound Designer and Re-recording mixer 04/2026 – 07/2026

- Designed and mixed the sound for several advertisement campaigns and behind the scenes videos for featured Apple artists. **Featured artists:** Lady Gaga, Lola Young, and James Blake.

Trolls x CAMP New York, NY
Sound Designer 11/2023 – 01/2024

- Designed and implemented interactive sound assets for the Trolls x CAMP Rhonda Ride in collaboration with DreamWorks and Nightlabs Inc.

- Delivered high-quality, child-friendly sound design assets, contributing to a memorable, immersive experience for theme park visitors.
- Worked within a tight timeline to meet project specifications, ensuring all sound assets were completed on schedule and exceeded expectations

Sing Sing Co. Los Angeles, CA
Sound Designer / Re-recording mixer 07/2015 – 04/2020

- Led the sound design and re-recording mixing for multiple animated projects directed by Sean Pecknold, providing custom music composition and creative audio solutions over a five-year period.
- Originated impactful soundscapes, blending foley recording, synthesis, and digital signal processing techniques to create unique sonic environments that supported the narrative and emotional depth of each project.
- Managed the full audio pipeline from concept through final mix, ensuring that all audio elements seamlessly integrated with the visual and thematic elements of each production.

Society Inc. Los Angeles, CA
Sound Designer / Re-recording mixer 08/2017 – 02/2018

- Directed the branded audio design and re-recording mixing for high-profile campaigns, including projects for Amazon, Dolby, and the LA Phil.
- Managed fast-turnaround revision requests, balancing creative vision with technical specifications and tight deadlines to meet high expectations for commercial advertisements.

Nightlabs Inc. Los Angeles, CA
Sound Designer 08/2017 – 08/2017

- Directed sound design, mixing, and multichannel audio deliverables for an immersive exhibition showcasing a smart thermostat, produced in collaboration with the Los Angeles Department of Water and Power.
- Oversaw the technical implementation of audio content in an immersive format, ensuring seamless integration with the interactive installation.

Stiner Brothers LLC Los Angeles, CA
Lead Sound Designer 05/2012 – 07/2015

- Directed and executed sound design, dialogue editing, and mixing for a range of high-profile branded content, including the 2014 XC90 Volvo Designer Videos.
- Created distinctive, high-quality soundscapes that elevated the visual narrative of each project, delivering an impactful and memorable auditory experience.

California Institute of the Arts Santa Clarita, CA
Graduate Assistant in the Recording Studios 12/2009 – 02/2011

- Maintained and operated a range of music studios within the School of Music, providing technical support for faculty, students, and visiting artists.
- Assisted in the setup and operation of recording sessions, ensuring optimal audio quality and smooth technical operations for both academic and professional projects.

Mission Coffee House Stevens Point, WI

Stagehand and Front of House Mixer 01/2006 – 08/2008

- Provided stagehand support and front-of-house sound engineering for live concerts at a popular local venue, assisting with both technical and logistical aspects of each event.

Performance Experience

Solo and Collaborations 2004 to Current

- **Scanner(s):** Generative audio work for 4 channels, utilizing filtered field recordings, sine tones, delay pedals, and custom software. Explored acoustic resonance in various indoor environments with live performer interaction. (2017–2018)
- **Body Waves -** A compositional format for amplified instruments and multi-channel audio. Interwoven artificial harmonics from acoustic instruments with sine tones (inspired by James Tenney's Spectral Canon for Conlon Nancarrow). Developed using Max/MSP.
- **Notable Performances:**
    - Body Wave 3: 2 trombones, 8 channels. California Institute of the Arts, ESP Alumni Concert Series, 09/2014.
    - Body Wave 2: 2 trombones, 6 channels. Art Share LA, part of the wastleLAnd concert series, 02/2014.
    - Body Wave 1: Trombone and amplified oven, 6 channels. The Wulf, 08/2013.
- Has also performed with a wide range of artists and ensembles, including Vinny Golia, Wadada Leo Smith, Motohiro Oguri, Susan Allen's Improvisation Ensemble, The Yellow Jackets, Bert Wilson, and Mark Trayle. Performs as a soloist with trombone, live electronics, laptop, and video (often using a video helmet), primarily in Los Angeles since 2009

Zola Jesus (Mute Records and Sacred Bones) 05/2014 – 04/2017

- Performed on trombone, synthesizer, and electronics.
- **Tours:** 2016 World Tour, 2015 Taiga World Tour, 2015 North American Tour, 2014 European Tour.
- **Notable Performances:** The Smithsonian Museum, NPR Tiny Desk, The Jools Holland Show, Berghain (Berlin), Silencio/Paris.

Grampus 08/2010 – 02/2015

- Co-founder of an audio/visual improvisation trio with Louis Lopez (trumpet/electronics) and Mike Lockwood (percussion).
- **Notable Performances:**
    - Stanford University CEMEC Festival: Tidal Writhe, a 10-minute audio/visual improvisation with live sound, networked laptops/projectors, trombone, trumpet, and drum set. (10/2011)
    - Roy O. Disney Hall, CalArts: Tidal Writhe, performed with 7 networked laptops/projectors and live music. (12/2010)

Orkestar Meze' 01/2011 – 05/2013

- Performed on Trombone in the Bulgarian rooted large ensemble led by composer Milen Kirov 2011 to 2013.

Cloud Eye Control 09/2009– 08/2011

- Multi-media performance group led by Anna Oxygen, Miwa Matreyek, and Chi-wang Yang. Performed on trombone, laptop, and electronics for the original work Under Polaris.
- **Notable Performances:**
    - Santiago a Mil Festival, Santiago, Chile (2013)
    - New Genre Festival, Williams Theatre Performing Arts Center, Tulsa, OK (2011)
    - Le Exit' Festival, Maison de Arts, Paris, France (2010)
    - New Original Works Festival, REDCAT Theater (Disney Hall), Los Angeles, CA (2010)

Kallisti 01/2000 – 08/2004

- Improvisational trio with bassist Nathan Levine and woodwind player Dan Blunk. Performed throughout the Pacific Northwest.

Olympia Chamber Orchestra 04/2003 – 02/2004

- Trombonist under the direction of Arun Chandra.
- Notable Performance: Kenneth Gaburo's Antiphony 4 (for bass trombone, piccolo flute, double bass, and tape) at the Center for Performing Arts and Evergreen State College, Olympia, WA (2004).

Residencies/Clinics/Internships

"Interface and Improvisation" Clinic and Performance, Bob Cole Conservatory of Music, Cal State Long Beach, Long Beach, CA 2013

- Presented a lecture on performance practice involving digital interfaces and improvisation to the composition faculty and student body, exploring the creative possibilities of interactive sound and technology.

"Experimental Sound for Filmmakers" Lecture and Performance, Riverside Art Museum, Riverside, CA 2013

- Participated in a two-day workshop on experimental sound design for filmmakers. The program included a lecture on innovative sound techniques and a live performance in which the trombone was used as the primary control device for live video manipulation via laptop.

STEIM Residency, Amsterdam, Holland 2010

- Undertook a two-week residency focused on creating a custom USB performance interface for trombone. The project culminated in a live collaborative performance with musicians and artists Stephanie Cheng Smith (Violin, Electronics), Kristina Haroldsdottier (Viola), and Carmina Escobar (Vocals, Amplified Objects).

Internship, Saraswati Music Studios, Pobiena, Poland 2008

- Completed a three-month production internship at a professional recording studio, assisting in various engineering tasks and production duties.

Multimedia, Works for Dance, and Installations

SZALT Dance Performance Pieter Performance Space, Los Angeles. CA 01/2014

- Collaborated with the SZALT dance collective, using live processed acoustic instruments and laptop-generated sound in an improvisatory context, blending movement with sound and technology.

“Music for Two Cars and Passerby” LA Road Concerts Autry Overlook 01/2013

- Composed and performed a multichannel sound installation for two car stereo systems, exploring urban soundscapes and interactive listening experiences in collaboration with composer Phil Mantione.

“Miniature Caverns of the Face” Machine Project, Los Angeles CA 06/2012

- Created a site-specific performance installation using footage of human faces, processed through a custom Max/Jitter performance patch. The live performance featured amplified double bass and laptop manipulation, with four-channel audio and surgical masks as visual elements. Curated by Paul Fraser.

“Getting There” Multi-Channel Audio and Video installation, Calarts Valencia CA 03/2011

- Developed a generative audio-visual installation using 8-channel audio and 5 live-processed video feeds. The project utilized Max/MSP/Jitter to create an immersive, real-time audio-visual experience.

“Confronting the Beast, A Dream Adventure” Multi-Channel Audio Installation, Sculpture, and Video, Integrated Media Thesis Project, Calarts Valencia CA 06/2011

- Created a multi-sensory installation exploring memory and the self through a cyborg lens. The installation featured 6-channel audio, a video helmet, processed video through Max/MSP/Jitter, randomized text, and a puppet sculpture, all working together to evoke themes of identity and technology.

“Laser Non Laser” Audio Video Installation/Performance, Calarts Valencia CA 11/2010

- Collaborated with animator Jeanette Bonds on an experimental laser show, combining electronic music and live animation for an interactive visual experience. Premiered at CalArts' Black and White Studios.

“Particles” Dance Performance, Calarts Valencia CA 12/2009

- Collaborated with choreographer Darcy Lyons on an experimental dance piece, utilizing an amplified dancer and a custom-built Max/MSP processing patch for live audio manipulation. Premiered at the Lund Dance Theatre at CalArts.

Discography (Composition/Performance)

- “Flight” by Sepand Shahab and Daniel Eaton Casa Berenece Recordings 2023
- Skanner(s) Self released 2018
- Stand Up Hour “SUH’, Live Trio Recordings, Self Released 2019
- “Feels” self released 2017
- Grampus “Bludge”, Self released 2017
- NAPS “Thank You for the Flowers”, Guest Appearance, Online Release 2013
- Cloud Eye Control/Anna Oxygen “Under Polaris” Online release 2012
- Grampus “ILK ILK” pfMentum CD096 2011
- Orkester' Meze’ “Peasant Funk” Luta Rakia Music (performer) 2011
- Daniel Castledine “Waltzes and Other Maladies” Self Released 2010
- Kallisti “Hashlebub” Hypsync Records 2004
- Yume Bitsu “The Golden Vessel of Sound”, Guest Appearance, K Records 2002

Discography (Mastering/Engineering)

- Over 1400 Muso.Ai Credits (Muso.Ai Profile) and more independent credits (See Littlecastlemastering.com for selected catalog)

Filmography (Sound Design, Re-recording Mixing, Foley, Music)

- Contribution to over 100 film and animation projects combined. See: (www.danielcastledine.com) for selected portfolio.

Scholarships and Awards

- ASCAP Plus Award (2012)
- Ahmanson Foundation Scholarship (Calarts) 2009-2011
- Project Funding for Trombduino 2 Herb Alpert School of Music.
- Interdisciplinary Project Grant “The Dream Adventure” Installation (Calarts)
- John Radd Memorial Scholarship 2004-2007
- UWSP Schierl Foundation Scholarship UWSP 2005-2008

Skills & Certifications

- Avid Pro Tools certified instructor
- audio implementation in Unreal Engine 5
- audio middleware software (Fmod/Wwise)
- visual scripting (Max/Msp, Puredata)
- Logic Pro
- studio recording
- foley performance and engineering
- synthesis for sound design and music
- digital signal processing
- re-recording mixing
- curriculum design and administration
- project management
- sound design
- music mastering
- Avid S6 console operation
- dialogue editing
- studio recording
- analogue console operation
- acoustics and psychoacoustics
- studio calibration and playback
- dialogue editing and voice design
- sfx design
- audio restoration techniques
- midi implementation and sequencing
- music theory and scoring
- music production (digital and analogue)
- design documentation
- learning management software