



SUMMARY OF QUALIFICATIONS

Mike Jessick has been working in private services for over five years in both a technology consulting and audio production services capacity. His blend of technical, creative and business expertise allows him to play a dynamic role and adapt to complicated situations while still guaranteeing high quality and on-time product delivery. He has a unique background as a musician, engineer, technology consultant and entrepreneur. This combination helps position Mike as a leader in the music industry. He specializes in music production, live and studio engineering, film sound recording & sound design, surround sound mixing and mastering.

He brings a positive attitude and strong motivation to any project with exemplary interpersonal communication and organizational skills. Mike is always seeking larger, more challenging projects and looks to further impact the way that music influences the rest of the world.

PROFESSIONAL EXPERIENCE

Tactical Sound, Boston, MA

Founder, Producer, Audio Engineer, 2003 – Present

- Digital audio recording & production studio offering a suite of services ranging from studio album & live recording to film sound design and original music for media
- Developed the Audio Development Life Cycle, a custom standardized process for creating top-quality audio in a client service atmosphere
- Designed & built an auto-quoting system based on project tracking data to deliver accurate & fast project quotes to prospective clients
- Designed and constructed two recording studio spaces
- Produced numerous bands across many different genres of music, creating full-length live and studio albums for commercial release
- Instrumentation experience includes voice, percussion, guitar, bass, piano, trombone, trumpet and saxophone within a wide range of genres including ska, punk, metal, reggae, jazz and indie rock
- Live sound engineering experience with simultaneous live recording at some of the top venues in the Boston-metro area including the Middle East and Alchemist Lounge
- Film experience includes film sound design lead for multiple independent films from New York, London and Boston; Management of and collaboration with video editing, composer, director, and cinematographer; Recorded and mixed sound & score in 5.1 surround sound

i•odynamic Solutions, Boston, MA

Founder, Technology Consultant, November, 2008 – Present

- Design of user interfaces, behaviors and functionality for custom mobile applications
- Work with third-party development teams, external investors and sponsors
- iPhone applications focusing on media accessibility and location-driven news and content
- Data mapping and integration with external data sources and media such as system calendars, mail programs and music databases

Deloitte Consulting, Boston, MA / New York, NY / Durham, NC

Resource Manager / Consultant, Technology Integration Practice, 2004 – 2009

- Functional Lead, Requirements, Software Design, User Interface Design and User Experience Expert
- Main point-of-contact between UI developers, functional code developers, IT, marketing, graphics, legal, and copyright departments
- Managed a staff of 180 client service professionals from across the Northeast region; Serviced 40-60 client engagements at a time
- Responsible for resource planning and deployment, career alignment, revenue forecasting, counseling and new hire on-boarding
- Spear-headed the first Deployment Program Management Office for proactive new hire deployment; based on its success, this approach was rolled out nationally across all service areas
- Impacted recruiting efforts by analyzing market trends, hot and soft skills and providing feedback to recruiting
- Leveraged technology to effectively manage large workload, handle high volume of communications and aid in complex multi-tasking
- Client service project experience with leadership roles in all aspects of the software development lifecycle of custom applications, as follows:

Russell Reynolds Associates: Requirements Analysis & Design Lead (10 months), UI Prototype Developer & Business Analyst (6 months)

Led complex threads of the functional design for the new Russell Reynolds recruiting system, including a new activity helper, task management and assisted navigation and workflow. Conducted monthly user, IT and developer reviews of the system design, driving a user-based design approach and getting sign-off in order to proceed. Management of a requirements database and tracking tool, mapping each requirement to a specification document to ensure a solid and complete design and ownership of the functional design specifications.

Worked with many of the work streams within an integrated client-and-Deloitte team. Applied expertise in iRise, a prototype development and requirements gathering tool, to deliver high-quality User Interface concepts to the client and gather invaluable UI and navigation requirements for the proposed systems. Played an integral role in system requirements gathering and in-depth analysis in order to logically divide them up into design modules, services and categories which were handed off to design teams to build specifications.

BlueCross/BlueShield of North Carolina: Project Management Officer (4 months), User Experience Expert & Prototype Developer (8 months)
PMO for all four projects in their respective next releases, effectively consolidated all operations from project level into one program. Key responsibilities were to develop a program-level Statement of Work, develop a resource ramp-plan and financial estimates, design and implement on-boarding and exit processes for all resources, redefine roles for all team members under the new program structure and communicate project issues and action items to program leadership.

Solely responsible for developing a clickable prototype with integrated graphics aligned to the enterprise identity that allowed stakeholders to gain early insight into the application and planned user experience. Developed a Collaboration Model to simplify the chain of communication & minimize the interdependencies between teams; assigned ownership of all page and UI elements to the appropriate developers. Built prototype into a site framework for development of the application and developed a Resource Bundle, migrating all content that would be seen by the end-user into a configuration file, allowing for internationalization. Single point-of-contact between the client-side Marketing, Graphics & Copy departments. Key success factors of the role were bridging the gap between developers and graphic designers and managing the overall user experience of the application.

Commonwealth of Massachusetts: Data Analyst (3 months)

Responsible for analyzing eligibility criteria for a Child Welfare system for the Department of Social Services and transition planning as the Commonwealth migrated to a new system. Worked with developers to build a case migration plan, tracked and verified migration into the test and production environments, designed the user portal using Dreamweaver and created specifications for the developers.

Vicor Corporation, Andover, MA

Electrical Engineer, 2003 - 2004

- Conducted quality assurance testing, failure analysis, product and machine testing & qualification; Assisted in electrical and mechanical design of testing and production equipment; Worked with quality control systems
- Specific projects: ThermScreen Application Process Design; Transformer-line machine & process qualification and Go-Live. Software design and custom cable work for automated data-tracking & recording system implemented on vacuum machines. Ran and tracked qualification kits for new parts & processes.
- 6-Sigma Training

Thundering Sky Studios, South Berwick, ME

Sound Engineer for Audio Recording, 2001 - 2002

- Wrote 13 original songs with Go For Broke, compiled as "Style Syncretic"
- Recorded, mixed, and mastered these works at Thundering Sky Studios with the help of a Studio Manager.
- Designed album layout & artwork; coordinated all post-production details.
- Experience with acoustics, analog recording devices, audio mixer and a wide range of digital audio equipment

Go For Broke, Hampton, NH / Boston, MA

Professional Musician, 1998 - 2004

- Music composition, production, and performance experience with equipment setup, live-sound mixing & recording, acoustics, extensive miking, optimization of amplifier and speaker setup, audio equipment & instrument repairs.
- Production of a full-length professional recording.
- Coordination with band members, venue owners, recording studios, pressing companies, music labels, radio stations, and other engineers.
- Setup & management of an East Coast, US tour; Many live performances, including benefit shows and fund-raisers.

TRAINING & SYSTEM EXPERIENCE

Art & Media Production Tools: MOTU Digital Performer, Digidesign Protools, Apple Logic Studio, Cakewalk Sonar, Propellerhead Reason, MOTU Symphonic Instrument, FXpansion BFD, Apple Final Cut Pro, Avid, Adobe Photoshop, Illustrator, GoLive, Flash & Dreamweaver

Hardware/Operating Systems: Mac OSX, Windows XP, VMware, Universal Audio UAD DSP Hardware

(Full list of audio production hardware experience available on request)

Development Tools/Languages: HTML, C++, CSS, AJAX, MATLAB, J2EE Struts, Javascript, XML, Test Director

General/Best Practice: Project involvement in all phases of the Software Development Life Cycle/SDLC, iRise – Prototyping & User-Based Requirements Gathering Tools, Requirements gathering, analysis and management, User-Centric Design, Human-Computer Interaction, ITIL Service Management, Storyboarding, Expert with MS Office (PowerPoint, Excel, Visio, Outlook, Publisher, Word)

EDUCATION

Boston University College of Engineering, Boston, MA

Bachelor of Science in Electrical Engineering, Sept. 2004

Graduated Cum Laude

"Digital Signal Processing" Area of Focus

Cumulative Grade Point Average: 3.25 / 4.00; Dean's List

National Society of Collegiate Scholars (2000– Present)

Three-Year Member of the IEEE, BU Student Chapter

RELATED COURSEWORK

Digital Video Processing, Digital Signal Processing, Communication Systems, Physics of Music, Social & Cognitive Psychology, Signals & Systems, Technology & Society, Music & Society, Electronic Music, Analog Electronics & Amplifiers, Computer Architecture, Digital Image Processing, Electromagnetic Systems, Project Development: Wireless Classroom Response Systems