



## Robert Arturo Ramirez

Area of focus.  
Sound Designer

Describe your career, especially what you are doing now.

I decided to move to Los Angeles and shortly there after I landed a gig installing the sound design for Mary Zimmerman's Metamorphoses. I then ended up as an driver/assistant for a small sound company which would later lead to promotions to the position of a sound designer for TV /film post-production. Currently I normally work for Technicolor Sound and Warner Brothers Sound. A few of these projects were nominated for an Emmy Award for outstanding sound. To balance my work life, I work with indie projects and theatrical sound design thru my company Orpheus SoundLabs.

How has your Cal State experience helped you career-wise?

CSUH was really helpful in a laboratory sense. I utilized as many productions as possible as an opportunity to sound design. I advanced and honed my skills by always challenging and pushing the envelope of sound designing. I would be remiss to not mention all the skills I learned from Doug Cattaneo and Ed Wright, they ran the tech department. Also, Ric Prindle and especially Edgardo de la Cruz taught me a lot via their different approaches to directing productions. And last but not least I gained a lot from Tom Hird.

I met many lifelong friends in the department but even the friends that were there just at the time I have to thank them all because it was my years at CSUH that I stopped being so shy... And that is vital when looking to network or for job opportunities.

Tell us your best advice for students.

Always figure out how to create opportunities for yourself especially while in school. There are many support systems like faculty and fellow students that can help. Take chances early on, later chances and opportunities are harder to act upon. But no matter what try to do what you love for a living because I can tell you first hand it makes life a lot better if you do.

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