

JACOB THOMAS GUST

AUDIO ENGINEER

CERTIFICATIONS & SKILLS

Dante Level 3 Cert.
Q-SYS Level 1 Cert.
BSS Audio Architect
Smaart & FuzzMeasure

Yamaha CL Series
Midas M32
Shure Wireless
QLab

Clear-Com
Logic Pro X
AutoCAD
Carpentry

WORK EXPERIENCE

[Cedar Point Live Entertainment \(FUN\), Sandusky OH](#) – *Sound Supervisor*

May 2021 - Present

Works with all sections within the Entertainment Department to ensure a superior show product. Constructs and operates all new shows in a manner consistent with the artistic vision of show producers and designers. Oversees and assists in system design/install and show control programming. Able to step in and mix/run a variety of shows and styles. Additional duties include show reports, attendance records, schedules, etc. *Previous Positions: Team Lead/Audio A1*

[RWS Entertainment Group, New York NY \(Various Locations\)](#) – *Sound Engineer*

November 2021 - January 2022

Responsible for running sound for *Cool Yule* and *Tree Lighting Ceremony* at California's Great America Theme Park. Duties included system install and tuning, ensuring proper sound quality, troubleshooting and providing assessment for all audio aspects of the technical productions. Production show details: 14 live vocals with backing tracks on an outdoor main stage; Qlab, Shure Axient, JBL VRX LA, Dante setup.

[Norwegian Cruise Lines \(NCLH\), Miami FL International](#) – *Technical Supervisor*

January 2019 - April 2020

Responsible for overseeing the Entertainment Technical department onboard including, Audio, Lighting, Automation, Stage and Broadcast. Coordinates with the Cruise Director/Entertainment Production Manager to resolve any possible scheduling conflicts before they arise. Schedule and assist in preventative maintenance and cleaning of ship-wide inventory. *Previous Positions: Lounge Technician*

[Michigan Technological University, Houghton MI](#) – *Ent. Technician/Draftsperson*

May 2016 - August 2018

On call for performances with various positions at the theater from Audio, Video, Rigging, Stagecraft and more. Responsible for the construction of theater and art assets including racks, cables, sets, flats and storage solutions. Generates functional system descriptions and block diagrams including Audio, Video, Control, and Networking subsystems. Work from New Builds/Designs, Red-Line Drawings, and As-Built Designs. Upkeep and Organization of classroom system archives and scope of works.

[WMTU 91.9FM Houghton Radio, Houghton MI](#) – *General Manager & President*

October 2014 - May 2018

Oversees and guides the eight Senior Staff department heads. Presents a bi-annual State of the Station Report to the General Staff and Advisors including University funding and managers. Serve as a liaison between the Air Staff and the General Staff with the Broadcast Supervisor. Serve as the main University Contact including recruitment. *Previous Positions: Head of Production, Chief Audio Engineer, & Radio Host/DJ*

EDUCATION

[Michigan Technological University](#) – *BS Audio Production and Technology*

August 2014 - May 2018, Houghton MI

Concentrations in Advanced Math and Electrical Engineering Technology

Minor in Music Composition

*Open to relocation