

Doug Olson

CONTACT

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WORK EXPERIENCE

Madison Media Institute

2006 - Present

*Program Lead, Recording and Music
Technology*

As program lead, I oversee the operation of the Recording and Music Technology program at the Madison Media Institute. My responsibilities include:

- Instructor hiring, evaluation, development and scheduling
- Compliance with accreditation standards
- Curriculum development and maintenance
- Student retention and academic oversight
- Equipment purchases and upgrades
- Running the Program Advisory Committee
- Running weekly department meetings
- Special Events

Madison Media Institute

2003 - Present

Instructor

As an instructor, I often work with groups of students with diverse skills and motivations. I enjoy this challenge and strive to deliver as much value as possible to each individual in my class.

I have taught the following courses over multiple semesters:

- Audio Engineering I and II
 - Audio and acoustical theory, microphone technique, signal flow, console use, session procedures
- DAWs I, II, III and IV (Pro Tools)
 - Recording, editing, mixing and midi production with Pro tools, introductory to advanced level
- Audio Mixing Techniques
 - A semester long mixing seminar. Technique, aesthetics, critique
- Live Sound
 - A semester long lecture course in live sound.
- Electronics
 - Basic electronics theory and applications, with an emphasis on audio. Ohm's law to op-amps

Mr. Colson

1992 - Present

Freelance Producer, Mixer, Engineer

As a producer, mixer or engineer, I apply my technical, aesthetic and collaborative skills to each project with the ultimate goal of delivering an end product that meets or exceeds my client's expectations.

I have done work for the John Oliver Show, [the HBO Reverb Show](#), the Smashing Pumpkins, Remy Zero, Paw, Skunk Anansie, The Watchmen, Cheap Trick, L7 and numerous other artists. I have also had the good fortune to work with and learn from some great producers like Butch Vig, Garth Richardson, Jack Joseph Puig, Steve Thompson, Mark Haines and Brian Paulson. Most of my work is documented on the [projects page](#) of this site. Partial external discographies are also available at [allmusic.com](#) and at [discogs.com](#).

Smart Studios

1987 - 1992

Staff Engineer

My time at Smart began as an apprenticeship and training ground, assisting on punk rock records and engineering demos for local bands, and over time evolved into a career that took me all over the world. It was not a traditional job - I was given tremendous latitude and had no formal job description. The only expectation was to make it sound great.

EDUCATION

Bachelor of Science, English Literature

1982 - 1986

University of Wisconsin, Madison

CERTIFICATIONS

- [Pro Tools Expert, Music, v6.9](#) Avid Technology
- [Pro Tools Expert, Music, v10](#) Avid Technology
- [R Programming](#) Johns Hopkins University on Coursera
- [Statistical Inference](#) Johns Hopkins University on Coursera
- [Lightroom CC Essential Training](#) Lynda.com
- [Photoshop CC Essential Training](#) Lynda.com

OTHER

- [Guest lecturer](#) for Prof. Joseph Koykkar's Sound Design classes, UW Madison, April 4, 2016
- Member, [Audio Engineering Society](#)
- [Wisconsin Innocence Project](#) Expert Witness in the exoneration of Richard Kittilstad
- Interview in [The Onion](#)

SKILLS

- Expert in sound recording and production
- Expert in Pro Tools, audio editing, mixing
- Excellent writing skills
- Experienced in curriculum development
- Audio Electronics
- Working knowledge of Photoshop, html, css
- Expert in large and small format audio consoles
- Skilled in Microsoft Excel, Word, Powerpoint
- Experienced in educational program management
- Experienced in instructor evaluation and guidance
- R Programming Language, regex
- Conversational Spanish speaker

INTERESTS

I have enjoyed playing the guitar and piano since I was a child. Recently I have taken up the mandolin. I am currently getting a great deal of enjoyment from learning to code, with my focus being Python, R and Java. I have also been learning Pure Data, an open-source visual programming language with some very interesting musical and sound design possibilities. Although most of my professional work has been in the rock genre, my desert island music library would be largely classical.

REFERENCES

References available upon request.
