

Cyril Neff

Audio/Video Engineer | cneffportfolio@gmail.com | (484) 629-0684 | cyrilneff.com

ENGINEERING EXPERIENCE

Hurricane Diane, Carnegie Mellon University- School of Drama

Media Engineer

October 2025- March 2026

Engineering a media system composed of 6 projectors, with direct collaboration with the design team. Using an OSC network to connect a multitude of projectors and Mac Studios together within a large proscenium space.

Ajax, Carnegie Mellon University- School of Drama

Sound Engineer

October-November 2025

Installed and maintained a Dante-based sound system with 24 speakers and a live microphone. Built experience in team management, system routing, speaker testing/tuning, and Dante hookups.

Projections/Media Team, Contemporary American Theater Festival

Projections/Media Intern

June 2025- August 2025

Worked with the Projections/Media team to test and inventory equipment, create and install media systems in 2 theatre spaces, work as an operator, and create equipment usage documents for future media teams.

Mary Kate Olsen is in Love, Carnegie Mellon University- School of Drama

Media Engineer

January 2025- May 2025

Engineered a media system composed of 8 RCA televisions, 3 live cameras, and 2 projectors, using multiple signal-conversion tactics. Worked along the designer for complex mapping of individualized outputs.

The Grown Ups, Carnegie Mellon University- School of Drama

Sound Designer

April 2024- March 2025

Designed and implemented an analog sound system alongside the engineer.

Playground XXII, Carnegie Mellon University- School of Drama

Festival Sound/Media Technical Head

September 2024/25- December 2024/25

Worked within the festival technical staff to implement the sound/media systems into 4 venues, supplied technical supervision, and curated/directed a technical workshop aimed towards giving a preliminary education in Sound/Media Design.

Gloria, Carnegie Mellon University- School of Drama

Assistant Sound Engineer

October 2024

Worked towards the installation and maintenance of a Dante-based sound system. Built experience in system routing, speaker testing, and Dante hookups.

EDUCATION

Carnegie Mellon University (CMU), Pittsburgh, PA

Bachelor of Fine Arts in Sound/Video & Media Design- School of Drama

Minor in Game Design

SKILLS

Vectorworks

Bitfocus Companion

QLab5

Millumin5

Networking: OSC/MSC

Dante Level 2

Open Sound Meter

Freespeak/Helixnet

Blackmagic

Netgear AV

Birddog PTZ

Datapath Wall Designer

Max/MSP/Jitter

Solidworks

Unity/FMOD

Ableton

TouchDesigner

Adobe Suite

REFERENCES

Zachary Brown

Audio Manager

zbrown2@andrew.cmu.edu

Stewart Blackwood

Professor of Sound Design

stewartb@andrew.cmu.edu

Collin McCormack

Media Manager

collinmc@andrew.cmu.edu