



WAMcon

VIRTUAL 2021
/LOS ANGELES

**An immersive online conference
by and for women and gender-
diverse individuals in audio for
film, TV and games**



PROGRAM

• FRIDAY, July, 23, 2021 •

4:50 PM PDT

Early Arrival - Sign on and get situated

5:00 PM PDT

Welcome from WAM & Terri Winston

5:15 PM PDT

Game Audio Panel with **Caron Weidner, Andrea Chang, Shannon Potter**

6:30 PM PDT

Virtual tour of the legendary **Capitol Studios** with **Paula Salvatore**

6:45 PM PDT

Giveaways & logistics for Saturday

Capitol
STUDIOS



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#WAMConVirtual

#WAMCONVIRTUALLA



PROGRAM

• SATURDAY, July, 24, 2021 •

10:55 AM PDT

Early Arrival - Sign on and get situated

11:00 AM PDT

Welcome!

11:05 AM PDT

**ALLIANCE OF WOMEN
FILM COMPOSERS**

Introduction to Composing for Film with the Alliance for Women Film Composers: **Chanda Dancy, Herdis Stefansdottir and Ariel Marx** moderated by AWFC president **Catherine Joy**

12:00 PM PDT

Sound Design with **Paula Fairfield**

12:45 PM PDT

The Art of Foley with **Sanaa Kelley**

1:25 - 1:55 PM PDT

Virtual Break-out Rooms:

- What's new with **Dolby** Atmos Music?
- How your passion for audio could get you a job at **Sweetwater**!

Dolby

Sweetwater
Music Instruments & Pro Audio

2:00 PM PDT

Break!

2:10 PM PDT

Location Sound with **Amanda Beggs**

3:00 PM PDT

Music Editing for Picture with **Annie Huang**

3:45 PM PDT

Giveaways!!!!

#WAMCONVIRTUALA



FEATURED ENGINEERS, PRODUCERS, ARTISTS, & MUSIC PROFESSIONALS



AMANDA BEGGS

Even before graduating from college, Amanda Beggs CAS began working as a Production Sound Mixer in Savannah, Georgia and Costa Rica. She then relocated to Los Angeles where she has been mixing features and television for almost 15 years. She's worked with indie filmmakers Gia Coppola, Mike Mills, Greta Gerwig, James Ponsoldt, and Kevin Smith. She also mixed additional units on films like *Star Wars: The Force Awakens*, *Star Trek Beyond*, and *Bright*. She serves on the board of directors for the Cinema Audio Society, and is a member of the Television Academy and IATSE Local 695, where she is a member of the Equity, Diversity & Outreach committee. Her most recent credits include Netflix's hit movie *Finding Ohana*, the first season of Starz's new show *Blindspotting*, and the first season of the Netflix show *Monster*.



ANDREA CHANG

Andrea is the Audio Director at Hi-Rez Studios, providing audio direction and support for *Rogue Company*, *Smite*, *Paladins*, and all Hi-Rez cinematics and other unannounced projects. Previously, she worked as a Senior Sound Designer at Microsoft on the Central Audio Team, designing audio for Windows and HoloLens experiences, was an Audio Lead on the Microsoft HoloLens team for the app, "Actiongram," as well as worked at Electronic Arts as an in-house sound designer on their MOBA game title, *Dawngate*. She has a B.A. in Music Composition from UCLA and is a graduate of USC's prestigious film scoring graduate program as well as the Conservatory of Recording Arts and Sciences where she studied recording and audio engineering.



ANNLIE HUANG

Annlie Huang is an audio professional based in Los Angeles with experience in production and post-production for both music and film. She previously worked as a mix tech at The Walt Disney Studios, with credits including *Mulan*, *Frozen 2*, and *Avengers: End Game*. Currently, she is part of the music editorial team for streaming content at Marvel Studios. Annlie also works independently as a film re-recording mixer and music mix engineer – collaborating with artists to make powerful songs and films even more potent. Annlie is a classically trained musician and holds a B.F.A. in Performing Arts Technology and a B.S. in Sound Engineering from the University of Michigan.



FEATURED ENGINEERS, PRODUCERS, ARTISTS, & MUSIC PROFESSIONALS



ARIEL MARX

An eclectic composer and multi-instrumentalist, Ariel Marx draws from many genres and often combines orchestral and rare instruments with electronics to create unique worlds of sound. Her scores have premiered in films at Sundance, TIFF, SXSW, Tribeca, Woodstock, Criterion Channel, as well as Amazon, Netflix, HBO, and is a Sundance Film Music and Sound Design Lab fellow. Most recently, Ariel scored Emma Seligman's TIFF and SXSW's critically-acclaimed Shiva Baby (starring Rachel Sennott, Molly Gordon, Polly Draper, and Diana Agron) Netflix's upcoming series My Love



CARON WEIDNER

Caron Weidner is an Audio Director and Sound Designer with over 20 years of experience in the game industry. Caron has contributed sound to over 100 top games from major publishers and developers such as: EA/Respawn, Warner Bros., Activision/Blizzard, 2K, Danetracks / Gametracks, Sony, and Naughty Dog. She currently works as an independent Sound Designer and Sound Supervisor through her company, Eight Ball Sound. Caron was one of the first freelance game audio Sound Designers working in Los Angeles in the late 90s, before a career in game audio became mainstream. With experience working both in-house as a Sound Designer at several game companies and in the LA audio post-production world, she offers a unique perspective on the audio industry. She is currently working as a Sound Designer on various game, film and VR projects, most recently on a sequel to a highly anticipated sci-fi movie to be released this December 2021.



CATHERINE JOY

Catherine Joy is a composer for media and live performance. She is a life-long musician but has been scoring film, video game and television projects since 2011. She scored the award-winning documentary Naughty Books (Hulu) featuring narration by Aisha Tyler, Allison Tolman and Aimee Garcia, which resulted in an ASCAP Composers Choice Award nomination. Catherine also recently scored celebrated queer comedy Potato Dreams of America and the documentary Prognosis: Notes on Living about Oscar-winning social justice filmmaker Debra Chasnoff. She was also the score producer and lead orchestrator on the Oscar-nominated score for Minari. Catherine also has enjoyed scoring video games including two E-line Media projects Endless Mission and Beyond Blue. Catherine is the founder and CEO of Joy Music House, a full service score production company and the President for the Alliance for Women Film Composers.

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FEATURED ENGINEERS & MUSIC PROFESSIONALS



CHANDA DANCY

Native Texan, Chanda Dancy, started composing orchestral works at the age of 12. An alumnus of the prestigious USC Film Scoring Program, and the Sundance Composers Lab, Chanda is both an accomplished film and television composer with over 15 years of experience and an emerging classical concert composer. Arts Boston named her one of "10 Contemporary Black Composers You Should Know". She is known for her work with award winning director Aleem Hossain, whose sci-fi feature "After We Leave" has garnered critical acclaim around the globe.
<https://www.chandadancy.com>



ERIN VENABLES

As Senior Industry Relations Manager for Dolby Atmos Music, Erin fosters relationships within the music community and provides resources to ensure success in Dolby Atmos Music creation and distribution. Throughout her 15 years in the music industry, Erin has supported people in their creative endeavors from live venue, artist management and booking, to independent label work. Erin's deep passion for community building lies at the core of her diverse career.



HERDÍS STEFÁNSDÓTTIR

Herdís Stefánsdóttir is a composer of music for multimedia, a songwriter, and an electronic musician. Her compositional endeavors—installations in museums, dance, theatre, and a successful electronic music duet she is apart of—are establishing her as an expansive artist. Herdís Stefánsdóttir graduated with an M.A. degree in film scoring from New York University in 2017. Since graduation she has scored two feature films, an HBO series and a few short films. Her scoring work includes FX series Y the Last Man, Ry Russo-Young's MGM/Warner Bros. feature film The Sun Is Also a Star and the HBO series We're Here. Herdís was nominated for The Icelandic Music Awards for her score in The Sun Is Also A Star. Herdís interned for the Oscar nominated composer Jóhann Jóhannsson in Berlin while he was working on the film Arrival (2016) and she has scored numerous short films that have premiered at top-tier festivals around the world like Berlinale, TIFF, Sundance and Palm Springs International Film Festival. Born in Reykjavík, Iceland, Herdís currently lives between Los Angeles and Reykjavík, where she works as a composer.



FEATURED ENGINEERS & MUSIC PROFESSIONALS



SANAA KELLEY

Award winning and 3 time Emmy nominated Foley artist from Morocco based in California. 26 years of Foley experience. Owner of Reel Foley Sound that recreates sound for movies, TV shows, video games, animation, commercials, trailers and documentaries.



SHANNON POTTER

Shannon Potter has worked for over fifteen years in the video game industry on hundreds of games, including many AAA award-winning titles and franchises such as The Last of Us, Call of Duty, Gears of War, Fable, Plants vs. Zombies Heroes, and League of Legends. Before her entry into the video game industry, Shannon worked as an assistant engineer at Willie Nelson's studio in Austin, Texas. During her time at Pedernales Studio, she helped engineer the Grammy award-winning album for the Los Lonely boys and helped track the pre-recorded music for the movie The Alamo. Shannon quickly made the move to Los Angeles to embark on a career in post-production sound, where she regularly worked as a Foley and ADR recordist for television and film. Her video game career began as the VoiceOver Coordinator at Soundelux DMG, then formally moving into the sound design department, where she has enjoyed critical acclaim ever since. Shannon has received seven Golden Reel nominations and, most recently, has been awarded multiple MPSE Golden Reel and GANG awards for her work on The Last of Us 2.



PAULA FAIRFIELD

Paula Fairfield is an International and Emmy award winning sound designer for tv, film, commercials, and basically anything that makes noise. She has 10 Emmy nominations with two wins for her work on Game of Thrones, along with multiple wins and nominations for her work in both The US and Canada. Her passion is high concept sound design and her main interest is working with visionary filmmakers, which is clearly reflected in her resume and her background as an artist. Paula grew up in Nova Scotia and has a BFA and an Honorary Doctorate from NSCAD University in Halifax, N.S. During her career as an exhibiting artist, she was the co-director of Canada's foremost media art center, Charles Street Video. Her art work resides in several collections worldwide, including the National Gallery of Canada. Recent projects include "Motherland: Fort Salem", "Warrior Nun", "Lovecraft Country", "Them: Covenant" and "The Nevers".



FEATURED ENGINEERS & MUSIC PROFESSIONALS



PAULA SALVATORE

As Studio Manager, Studio Director and Vice President of Capitol Studios for the last 30 years, Paula has been an integral part of recordings for top line artists such as James Taylor and Tony Bennett and has worked alongside Grammy legend Al Schmitt with artists including Paul McCartney, Diana Krall, Natalie Cole, Barbra Streisand, Sinatra and others. With the opening of the new Studio A in 1990, Paula helped establish Capitol Studios as a leading facility for Film & TV Scoring projects. Paula established her management career working at Kendun Studios with the likes of Quincy Jones and George Benson, and numerous R & B legends. In 2021, Paula was elevated to VP Client Relations and Studio Marketing, UMG, to continue to leverage her experiences across all the UMG US facilities and in their global strategy.



RACHEL RITCHIE

Rachel Ritchie is a Talent Acquisition Specialist at Sweetwater and a Southern California Native, born and raised in Oxnard, CA. She began her career in Human Resources and Music Retail in early 2013 and quickly moved her way into Talent Acquisition later that year. Rachel is a vocalist and was a member of various singing groups and musicals throughout school, and has been a lead vocalist in various bands throughout the last seven years.



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Join us as a member and become part of a global network working tirelessly to increase the gender balance in audio! Members enjoy benefits such as discounted class pricing and special deals with our audio partners. Visit our website for more details.



Take a Class

wam.rocks/classes

Level up your audio skills in a supportive environment with classes taught by award-winning women and gender-expansive instructors.

Upcoming classes including:

- **Live Sound 101, August 14 & 15**
in person!



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WAM loves to explore new partnerships. Some of WAM's unique corporate engagements have included Instagram takeovers, team visits to our recording studio, employee volunteer days, and more. We can't wait to hear your ideas! Contact us at info@womensaudiomission.org.



ABOUT WAM

Women's Audio Mission (WAM) is a San Francisco and Oakland based nonprofit organization that has been working at the intersection of music, media and technology since 2003. We inspire 4,000+ girls, women and gender-diverse individuals each year to use technology to amplify their voices by creating music and media. WAM provides free training, dedicated artist mentors, education and career counseling, job placement, and access to the only recording studios in the world built and run entirely by women and gender-diverse individuals.



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