

# Alastor Shkrelly

Music Producer, Sound Designer & Recording Engineer



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**Berklee College of Music** Boston, MA  
Sound Design for the Electronic Musician | 2019  
Sampling and Audio Production | 2019  
Composing and Producing Electronic Music 1 | 2018  
Composing and Producing Electronic Music 2 | 2018



**CUNY Baruch College** New York, NY  
Bachelor of Arts in English | 2010



**La Salle Academy** New York, NY  
National Honor Society Inductee | 2005



**Steinberg** Nuendo  
**Steinberg** Cubase  
**Ableton** Live  
**Cycling '74** Max/MSP  
**Adobe** Audition  
and over **7,000** Plug-Ins

## Profile

Sound Designer and Technologist with over 20 years experience specializing in cinematic sound and electronic music. Renowned for designing cutting-edge presets, compiling sound libraries for industry-standard synthesizers & music production tools and developing a signature style of vivid, motion-graphic sound heard across major films, television, and various mixed media. As a solo artist, I've amassed over 60 million streams and co-produced a worldwide Number 1 hit single — all while maintaining a prolific catalog of over 40 releases and an expanding clientele that includes **Warner Bros.**, **Hulu**, **Microsoft** & **BBC** to name just a few. As a trusted collaborator among Hollywood's top post-production teams, I strive to remain an influential educator whose sound design curricula continue to guide and inspire audio creators worldwide.

## Experience

### **Lead Sound Designer** All Living Things, LLC Beverly Hills, CA

May 2017 — January 2026

As Lead Sound Designer, I created custom sound libraries and presets for a variety of aspiring artists, providing tailored audio solutions that fit their unique creative needs. I had the opportunity to work on several film and trailer projects, including *El Hombre De Las Mil Caras*, a **Warner Bros.**-distributed film, as well as the *Milli Vanilli* biopic *Girl You Know It's True*. In these projects, my sound design and original music were featured prominently in both trailers and the films themselves. In addition to my work in film, I contributed to over 40 music releases that collectively garnered more than 55 million streams worldwide. I also collaborated closely with post-production teams and various clients to create compelling and impactful audio for a wide range of media, including film and commercial campaigns. My specialization in high-tech motion graphic sound design — particularly mechanical, servo-driven textures and dynamic transitional effects — became a signature element in my cinematic work, often compared to the sound language of large-scale, effects-heavy blockbusters.

### **Sound Designer** Slate-Digital Los Angeles, CA

February 2017 — April 2020

At **Slate-Digital**, I served as a Sound Designer responsible for developing a broad range of factory presets and custom patches across the company's suite of industry-standard audio plugins. My work focused on optimizing user workflows by delivering sonically rich, mix-ready presets tailored for music producers, engineers, and sound designers alike. Many of my contributions were featured in the platform's curated "Best Of" preset selections, and became go-to resources for **Slate-Digital**'s user base. I collaborated closely with software engineers, DSP developers, and the marketing team to align creative content with product launches and user engagement strategies. Contributed to beta testing, UI/UX feedback, and product refinement cycles in collaboration with internal development teams; conducted iterative testing and fine-tuning to ensure preset musicality, translation, and compatibility across genres and DAWs; applied advanced audio processing techniques including dynamic range shaping, harmonic excitation, spectral balancing and transient design.

### **Preset Designer & Tutorials** Sonic Academy Hollywood, CA

March 2016 — September 2019

**Sonic Academy** is where I developed factory and expansion presets exclusively for the *AN42* synthesizer, combining advanced synthesis techniques with genre-specific musicality to support both beginner and professional producers. In addition to preset design, I contributed to multiple instructional video tutorials — many of which remain available on the **Sonic Academy** platform — teaching foundational and advanced topics in synthesis, sound design, and music production. These contributions helped shape the learning experience for a global audience of aspiring producers and reinforced **Sonic Academy**'s role as a trusted educational hub in electronic music. Authored and presented video tutorials covering sound design theory, modulation routing, envelope shaping, and creative workflow strategies; supported product releases and expansion packs with educational content aligned to evolving industry trends and user needs.

### **Sound Designer, Music Producer** Atlantic Records Hollywood, CA

July 2012 — January 2016

At **Atlantic Records**, I provided sound design, music production, and engineering support for tracks involving a roster of high-profile artists including *Shakira*, *Enrique Iglesias*, *Jennifer Lopez*, *Flo Rida*, *Akon*, *Justin Bieber* and *Nelly*. In addition to designing custom sound elements and programming signature textures, I worked hands-on in recording sessions with many of these artists, contributing directly to the sonic detail and emotional tone of their performances. One of the tracks I worked on went on to become a global Number 1 hit in 2012, selling over 29 million copies worldwide. My role often extended into A&R support, offering feedback on early-stage demos and guiding creative direction through collaborative production meetings. Created signature sound design elements and FX layers for major-label commercial releases; engineered and assisted in vocal tracking, comping, and session management during high-profile studio recordings.

