Caue Barcelos



New York, NY

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WORK EXPERIENCE

Director of Photography/Editor

Paralello Filmes - Goiânia, GO - 2011-01 - 2016-06 Director of Photography responsible for Fashion Films / Music Videos / Making Of

Senior Sound Engineer

Sound Research Labs - Goiânia, GO - 2009-08 - 2014-12

*Sound Engineer responsible by Recordings / Mix and Masters of Concerts and productions of SRL/Lpqs *Studio Se Up / Updates

Sound Engineer internship

Caetano`s Estudio - Goiânia, GO - 2004-05 - 2008-07

EDUCATION

Bachelor's in Music, Major in Music Composition and Production

Federal University of Goias - Goiânia, GO 2009 - 2015

Conservatory Intensive program in Sound Engineering

Jakob Haendel (Grammy Award winner) - Sao Paulo 2011 - 2011

Conservatory in Cinematography

Academia Internacional de Cinema - São Paulo, SP 2013 - 2013

1 Year Conservatory in Contemporary Dance

Centro de Educação Profissional em Artes Basileu França - Goiânia, GO 2015 - 2016

2 Year Conservatory in Acting

Centro Cultural Gustav Ritter - Goiânia, GO 2014 - 2016

SKILLS

Pro Tools, Nuendo, Photoshop, Sony Vegas, Final Cut X, DaVinci Resolve, Cinematography, Photography, Sound Engineering, Logic, Avid Sound Desks, Singer, Theater, Actor, Electronic, Soldering Microprocessors, Microsoft Office

LINKS

https://soundcloud.com/paralellomusic

http://www.cauebarcelosfilms.com

http://www.cauebarcelos.com

http://www.paralellofilmes.com

AWARDS

2 place Final of Programa Maior Legal Singing Contest

July 2006

2 place Final of American Idol Experience

Feb 2015

AMDA \$30k Talent Based Scholarship grant for Music Theater program

Oct 2016

PUBLICATIONS

NUCLEAR, Conceptual and technical loans of Concrete Music, re-signified by the computer non-linear audio recording Systems

https://www.academia.edu/22371657/_NUCLEAR_Empr%C3%A9stimos_conceit uais_e_t

%C3%A9cnicas_da_Musica_Concreta_resignificadas_nos_suportes_computado rizados_de_grava %C3%A7%C3%A3o_de_%C3%A1udio_n%C3%A3o_lineares

<u>2015-08</u>

New technologies and the avant-garde marked the twentieth century, personal computers were popularized and its mass appeal has spurred the market the first music software se-quencers that later resulted in true virtual studios deeply expanding the creative possibilities in all musical styles. This paper will present listening concepts and sounds analysis on exper-imental music, specifically on the music Nuclear, consisting of three sessions: the first session built with techniques of early called concrete music, second session with the concepts and techniques redefinition of concrete music showing new possibilities for creating experimental music on DAW (Digital Audio Workstation) and third and last session where both techniques and concepts are used.