

Jeffrey Bullins

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EDUCATION

Savannah College of Art and Design
Savannah, Georgia
M.F.A., Sound Design, May 2008

University of North Carolina at Chapel Hill
Chapel Hill, North Carolina
B.F.A., Fine Arts, May 2004

EMPLOYMENT

University of North Carolina
Adjunct Instructor, Communications
Chapel Hill, North Carolina
2025

High Point University
Instructor, Communications
High Point, North Carolina
2022-present

State University of New York at Plattsburgh
Associate Professor, Communication Studies
Plattsburgh, New York
2014-2022

School of Audio Engineering (SAE) – Atlanta
Adjunct Faculty
Atlanta, Georgia
2013-2014

Art Institute of Atlanta
Full-time Faculty, Audio Production
Atlanta, Georgia
2008- 2012

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Savannah College of Art and Design
Graduate Teaching Intern, Sound Design
School of Film and Digital Media
Savannah, Georgia
2007-2008

TEACHING EXPERIENCE

University of North Carolina at Chapel Hill

COMM431 - Advanced Audio Production

High Point University

COM1112: Audio/Video Software Applications

COM1120: Introduction to Media Creation

COM2001: Techniques in Media Production

COM3394: Media Masters

MPE2221: Audio Production

CBL5010: Graduate Podcasting Workshop

SUNY Plattsburgh

CMM229: Basic Video Planning and Production

CMM232: Basic Audio Production

CMM288: Fundamentals of Electronic Broadcasting

CMM335: Writing for Radio and TV

CMM350: Digital Media Convergence

CMM385: Digital Video Editing

CMM415: Digital Filmmaking

CMM428: Advanced Radio Production

CMM446: Sound Production for Film and Video

CMM464: Digital Audio Recording Applications

CMM491: Senior Seminar

CMM496: Tutorial

SAE – Atlanta

Acoustics

Basic Signal Flow

Sound for Picture

Art Institute of Atlanta

AU103: Listening and Analysis

AU120: Remote and Field Recording

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AU220: Recording II
 AU240: Sound Design
 AU260: Post Production
 AU368: Advanced Sound Design
 AU370: Advanced Post Production
 AU299: Audio Production Pre-portfolio
 AU300: Audio Production Portfolio
 AU390: Senior Portfolio

Savannah College of Art and Design

SNDS 301: Location Sound
 SNDS 401: Surround Sound

PUBLICATIONS

Sound in the American Horror Film. Jefferson, NC: McFarland Publishing, 2024.

“The Version You’ve Never Heard: the evolving soundtrack of *The Exorcist*.” in *Supernatural Studies* special issue: “*The Exorcist*: Studies on Possession, Influence, and Society,” Fall 2023.

“Sound Over Sight: Depicting Blindness in Horror Films (From a Sound Specialist’s Perspective)” *Lenses on Blindness: Essays on Vision Loss in Media, Culture, Religion and Experience*. Jefferson, NC: McFarland Publishing, 2023.

"Breaking out of Arkham: the escaped mental patient in the Batman Universe." *Welcome to Arkham Asylum*. Jefferson, NC: McFarland Publishing, 2019.

“Heisenberg-noon: Breaking Bad and the Soundtrack of the Western.” *New Frontiers: Re-locating the Sounds of the Western*. New York: Routledge, 2018.

“The Meme of Escaped (Male) Mental Patients in American Horror Films.” *Mental Illness in Popular Culture*. Santa Barbara, CA: Praeger, 2017.

Multiple entries. *The Encyclopedia of Japanese Horror Films*. New York: Rowman and Littlefield, 2016.

“Know Your Killer: Changing Portrayals of Psychosis in Horror Films.” *Evil in American Pop Culture*. Santa Barbara, CA: ABC-Clio, 2014.

"Hearing the Game: Sound Design." *To See the Saw Movies: Essays on Torture Porn and Post 9/11 Horror*. Jefferson, NC: McFarland Publishing, 2013.

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PRESENTATIONS

Co-organizer of the Carolina Moot conference on Tolkien and speculative fiction. High Point University. November 9, 2024. Theme: “Teaching and Learning from Fantasy.”

Sound in the American Horror Film book presentation and author talk. Greensboro Public Library, Greensboro, NC. October 26, 2024.

“Black Speech and the Acousmetre in the Lord of the Rings films.” Tolkien in Vermont Conference. University of Vermont, Burlington VT. April 9, 2018.

“Sounds in the Dark: Assimilation and Continuity in *The Hobbit: An Unexpected Journey*.” Tolkien in Vermont Conference. University of Vermont, Burlington VT. April 8, 2017.

“High(senberg) Noon: Breaking Bad’s Western Genre Influences.” *Serialised Storytelling Conference*. Hanze University of Applied Sciences, Groningen, Netherlands. July 18-19, 2016.

“Musical Breakdown: Realism in the Soundtracks of the early 1930s.” *Film and History Conference*. University of Wisconsin, Madison, WI. November 5-8, 2015.

Sound Design Seminar. *ATL Webfest*. Georgia Tech University, Atlanta, GA. October, 2013.

FILM AND TELEVISION CREDITS

The Dire (2024), Production Mixer, Sound Designer

Melodrama (2017), Sound Designer

The Michigan (2016), Sound Editor

Nirvana: a short film about lung cancer (2015), Sound Designer

Public Enemy #1 (2014), Production Mixer, Sound Designer

Little Monsters (2014), Production Mixer, Boom Operator

The Ghost Club (2014), Supervising Sound Editor, Sound Designer

Picture Show (2013), Sound Designer, Production Mixer

III in 3D (2013), Sound Editor

Slice 3 (2013), Sound Designer

La Bear (2013), Sound Editor

Mock Trial (2013), Production Mixer, Boom Operator

Keeping Up with the Jones (2012), Allen Entrepreneurial Institute, Production Mixer

Inevitable (2012), Production Mixer, Boom Operator, Supervising Sound Editor

Wakefield (2011), Production Mixer, Boom Operator

The Wind Up Boy (2011), Sound Designer, Production Mixer, Boom Operator

Saskatoon International Pictures (2011), Production Mixer, Boom Operator

Dark Companion (2010), Production Mixer, Boom Operator

High Horse (2010), Production Mixer

Shadow Puppets (2010), Production Mixer, Boom Operator

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Sober (2009), Supervising Sound Editor, Production Mixer, Boom Operator
The Monster (2008), Sound Designer, Production Mixer, Boom Operator
Five Minutes (2008), Supervising Sound Editor
The Disappearing Act (2008), Supervising Sound Editor, Production Mixer
Down the Hall and to the Left (2008), Production Mixer, Boom Operator
Graduation Counts (2007), Georgia Department of Education, Boom Operator
Faster Pastor (2007), Production Mixer
Two Islands (2007), Re-recording Mixer
Maya's Soldier (2007), Dialog Editor: *Best Film, Decatur Film Festival*
Three of a Kind (2007), Sound Designer, Production Mixer, Boom Operator
Involution (2007), Supervising Sound Editor
Solace (2006), Production Mixer, Boom Operator
Wasp (2006), Dialog Editor
Aida's Puzzle (2006), Production Mixer, Boom Operator
American Gym Teacher (2006), Production Mixer, Boom Operator

MUSIC RECORDING

Engineer, Mixer
Oryx and Crake (2011)
 Self-titled album

Producer, Engineer
A Beer and a Shot (2008)
 "Georgia" Kyle and the Marshgrass Boys

OTHER RELATED EXPERIENCE

Carolina Theatre, Greensboro, NC - Sound technician, 2024-present

Community Theater of Greensboro, NC - Sound technician, 2024-present

Lake Champlain International Film Festival - Planning and selection committee, 2016-2017

ListenUp Audiobooks, Atlanta, GA – Audio engineer and editor, 2013-2014

Peachtree Corners Baptist Church, Norcross, GA – Sound technician, 2013-2014

UNIVERSITY SERVICE

High Point University

Assessment Committee, Communication Dept, Fall 2025

Technology Committee, Communication Dept, Fall 2023-present

State University of New York, Plattsburgh:

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Department Chair, Communication Dept., Fall 2021-Fall 2022
Peer Review Group, Communication Dept., Fall 2020-Fall 2022
Technology Committee, Communication Dept., Fall 2016-Fall 2022
Chair, Curriculum Committee, Communication Dept., Fall 2016-Fall 2022
Search Chair, Communication Dept. faculty search, Fall 2019
Search Chair, Communication Dept. temp faculty search, Spring 2019
Search Committee, Communication Dept. faculty search, Fall 2017
Library Committee, Communication Dept., Fall 2014-Fall 2016
Advisor, National Broadcasting Society, Fall 2015-Fall 2020

SOFTWARE/EQUIPMENT

- Dante Certification, level 1
- Operator certified in AVID Pro Tools (needs renewal to current version)
- Proficient in Adobe Audition, Adobe Premiere, and AVID Media Composer
- Knowledgeable in Adobe Creative Suite, Logic Pro, Final Cut Pro, and DaVinci Resolve
- Proficient with DSLRs and Digital Cinema Cameras, focus on Canon
- Experienced with large-format audio consoles for live and studio applications
- Equipment check-out management systems