

video
photo
audio editor

Tony Mercurio
2025

Portfolio

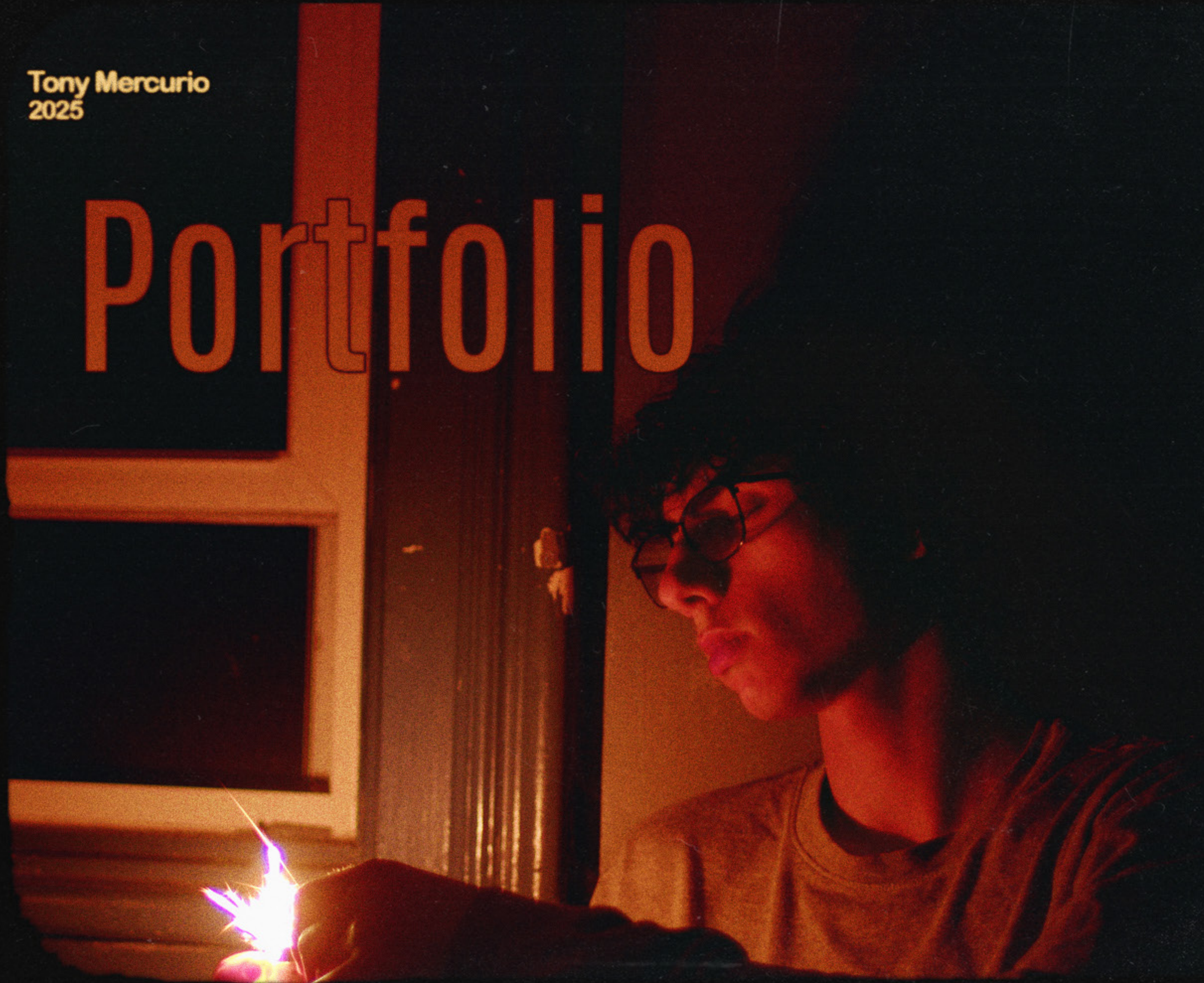
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MUSIC SOFTWARE ECHOES





Tony Mercurio

Video
Photo
Audio Editor

I'm Tony. For the past 6 years, I've practiced all aspects of filmmaking, specializing in post-production, with professional experience in both video and audio editing. After having a hand in theatrical performances as a child, I became enchanted by a dream: to contribute to the industry that makes the world feel a bit more mystical and entertaining. I find passion in transforming footage into immersive experiences, and I'm fascinated by the way the industry continues to evolve.

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Education

August 2020

The University at Buffalo
Media Studies (B.A.) | Minor in Music
Dean's List
Recipient of the Pierre McAloon Memorial Award for Creative Excellence
Graduated December 2024

Experience

- 2024 - Present
Freelance
Editor
- 2025
Aurora Players
Sound Technician/Mixer
Sound Editor
- 2024-2025
MBA Waves
Video Editor
Social Media Manager
- 2024-2025
University at Buffalo & BTPM
Student Assistant
Sound Technician/Mixer
Sound Editor

Education

TECHNICAL SKILLS

Adobe Premiere Pro
Adobe After Effects
Adobe Photoshop
Adobe InDesign
Adobe Illustrator
Adobe Audition
Avid Pro Tools

SPECIALIZATION

Video Editing
Color Grading
Visual Effects
Sound Editing
Sound Design
Photography
Typography
Motion Graphics

website



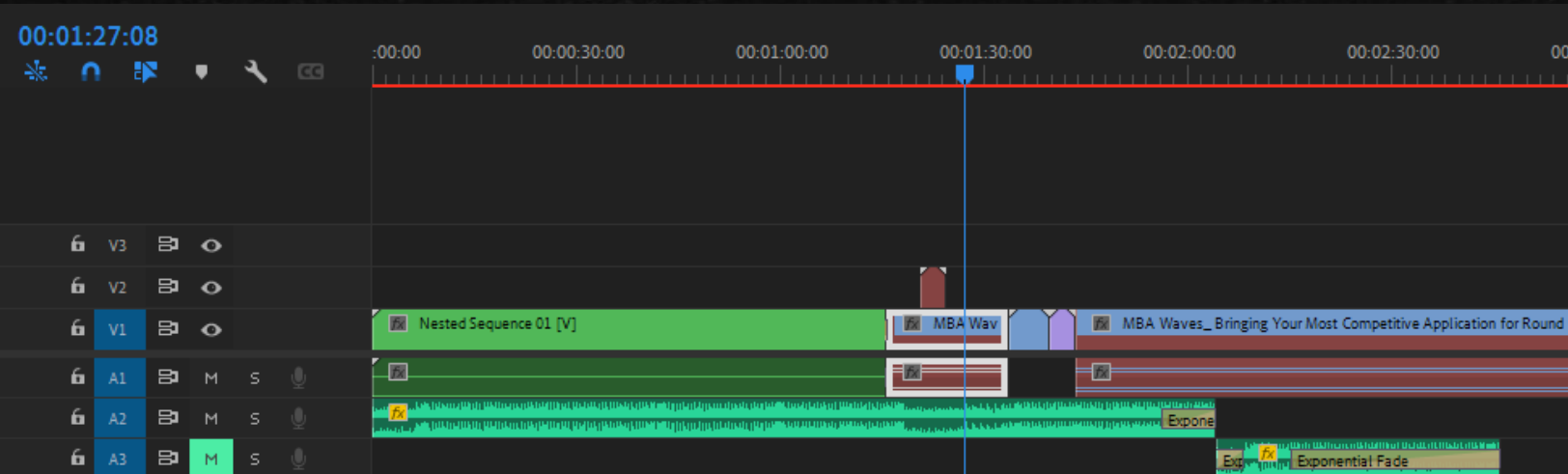
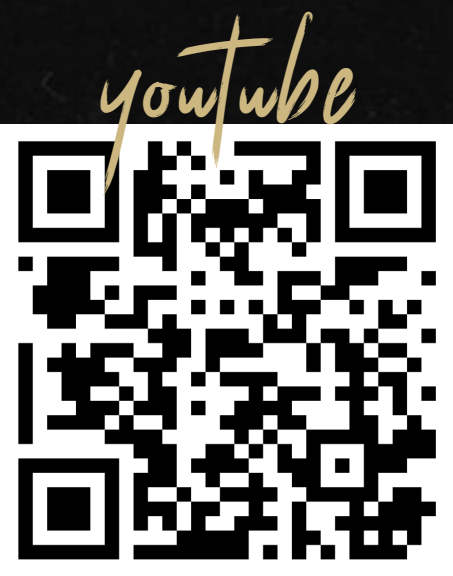
youtube



MBA Waves

At MBA Waves, I served as the sole video editor for a group of MBA consultants, where I transformed their 1–2 hour livestreams (featuring guest speakers) into engaging, polished final uploads for YouTube (Adobe Premiere Pro). I also uploaded the videos and managed the metadata to ensure they reached the desired audience.

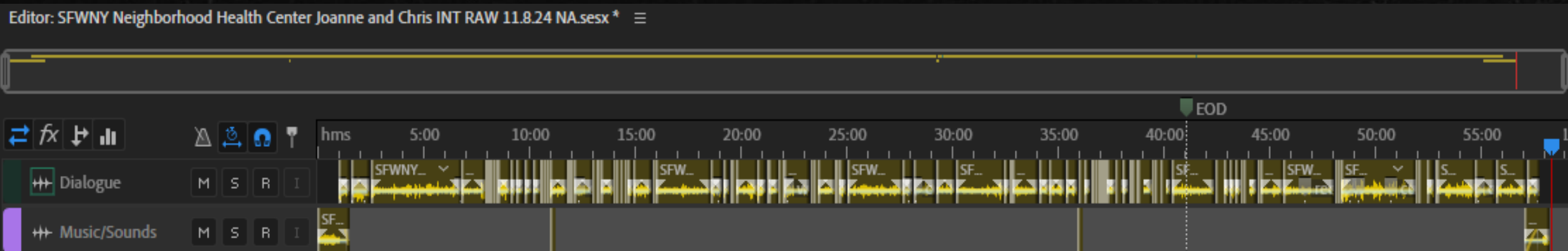
My process involved cutting the stream down into a 1–1.5 minute preview/hook, adding company intros and outros, music, and fixing video/audio mistakes. Two of the sixteen videos I produced surpassed 55,000 views each.



University at Buffalo & BTPM

After being personally recruited by my professor, I joined a team of students assisting Buffalo Toronto Public Media with their NPR program “Sin Fronteras.” I also supported the development of a new student-led recording space for campus media.

At NPR, I worked on two live interviews, serving as an assistant for one and as the sole sound technician for the other. I handled mic levels and session marking in Adobe Audition, and later edited the interview into a clean, deliverable segment.



Aurora Players

I joined Aurora Players as a last-minute hire and quickly became a capable solo sound technician for six live theatrical performances, each with 50+ attendees. Over the course of 11 days, I trained intensively on audio boards and playback systems, learning new software (Multiplay) while editing sound cues (Adobe Audition) between rehearsals.

During each show, I played live sound effects and managed pre-show, intermission, and post-show music to set the tone. I was also responsible for the daily setup and teardown of all audio gear and assisted with real-time lighting effects.

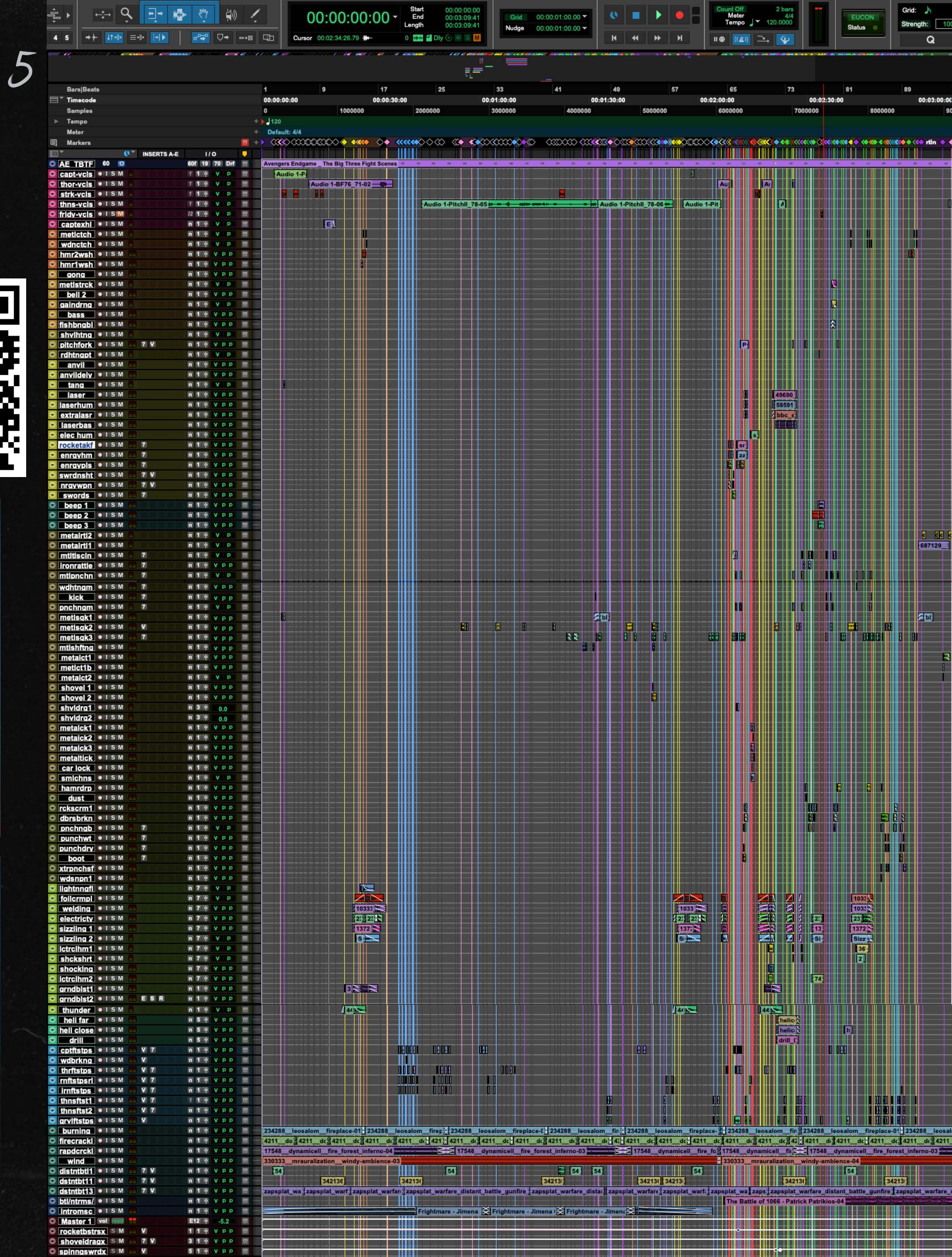
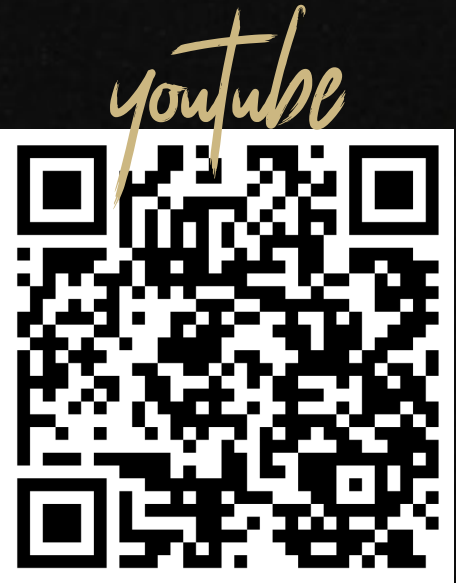
Cue List														
	EN	Q#	Hot	Script Ref	Description	Duration	Elapsed	Remaining	Vol	Pan	Speed	Loops	Advance	Output
ET Preshow Ann...	✓				ET Preshow ...	2:22.6			-7dB	0	100%		SA > Ship...	Audio ...
	✓				Ship Horn	5.5			-16dB	0	100%		SP > Sea ...	Audio ...
	✓				Sea Ambeinc...	12:47.9			-18dB	0	100%		FIA > Spla...	Audio ...
	✓				Splash	4.6			-6dB	0	100%		SP > Und...	Audio ...
	✓				Underwater A...	14:47.1			-15dB	0	100%		FIA > Oce...	Audio ...
	✓				Ocean Storm...	11:55.9			-14dB	0	100%		FIA > Fish...	Audio ...
	✓				Fishing Boat ...	3:27.1			-17dB	0	100%		SA > Train...	Audio ...
	✓				Train JUMBO	4:19.7			-9dB	0	100%		SA > Inter...	Audio ...
	✓				Intermission	26:43.0			-22dB	0	100%		FIA > Thu...	Audio ...
	✓				Thunderclap	31.6			-11dB	0	100%		FIP > Rai...	Audio ...
	✓				Rain JUMBO	12:19.1			0dB	0	100%		FIA > Slap...	Audio ...
	✓				Slap-NoSilence	0.6			0dB	0	100%		SA > Shat...	Audio ...
	✓				Shatter-NoSil...	1.2			0dB	0	100%		SA > Intro...	Audio ...
	✓				Intro Dream	36.6			-15dB	0	100%		SA > Exte...	Audio ...
	✓				Extended Dre...	2:34.3			-15dB	0	100%		SA > Sho...	Audio ...
	✓				Shop Door	2.9			-10dB	0	100%		SA > Bow...	Audio ...
	✓				Bows-NoIntro	3:35.6			0dB	0	100%		FIA > -- S...	Audio ...

Independent Film - “Endgame”

In this Marvel Endgame clip, all of the audio has been redone using Avid Pro Tools, from voices and sound effects to music. I utilized royalty-free audio found online (through websites like Freesound) and created sound effects and dialogue from scratch to craft an original, polished, professional, and immersive audio experience.

Images 1 through 4 are the scenes I enjoyed remaking the most due to the uniqueness of each sound. They all proved to be challenging, but also very rewarding.

Image 5 is the project's playlist after finishing. This production took me countless hours, but I enjoyed every minute. Every colored line is where I inserted a sound effect. The process of marking alone took several hours.

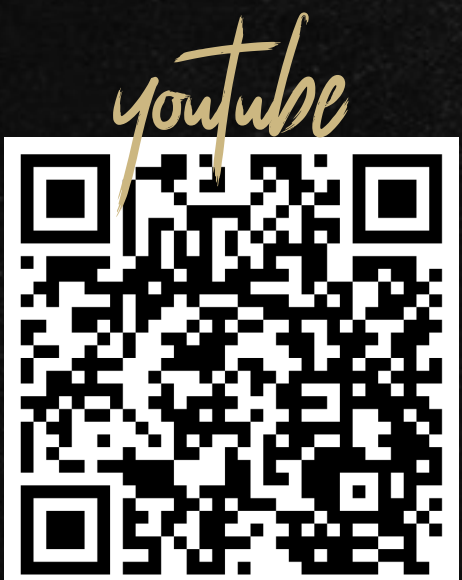


Independent Film - "Cross Country Mystery"

This short film details the adventures of four individuals as they search for a treasure lost to history. As one of the longest films I've made, the editing (Adobe Premiere Pro and Audition) and filming took many hours, and I further developed the skills I gained while learning at UB.

Images 1 (before) and 2 (after) show the changes resulting from my color correction. I turned an orange/brown tinted landscape into a scene with more depth that embodied the cool colors of winter.

Image 3 is a freeze frame from the sequence establishing San Francisco, CA. I edited the footage to appear brighter, and the effects alter the background music as the subject transitions from a car to an outdoor setting to an indoor setting, making the audio more immersive for the audience.



Independent Film - “Nightmare Echoes”

This film was my first attempt at a VR film, and as a horror, I used visual and auditory effects (Adobe Premiere Pro, After Effects, and FL Studio) to create an immersive and intense experience. I decided to make a standard digital version as well, so in the event that the VR aspect was too much for some to handle, I had a backup. Shot using the Insta 360 camera and a Blackmagic Pro camera.

Images 1 and 2 are the same scene, but shot with two different cameras/angles. I also applied color correction to make the shot appear more dramatic without increasing gain/noise.

Image 3 is a special effect I applied to show the wound (“echo”) healing after the main character awoke.

Image 4 displays the side character haunting the main character during the day, blurring the line between nightmares and delusions.

VR:
vs
Camera:



youtube



Independent Film - "Vanished"

Filming "Vanished" was a great time, as was editing. I learned many new recording and editing techniques, including seamless transitions and special effects, and also further explored the horror genre. Utilizing Adobe Premiere Pro, I used time adjustments and blurry masks to give the antagonist its inhuman appearance and traits.

Image 1 depicts a "delirious" visual effect, conveying to the viewer the mental state of the subject, and how reality appears to them in that moment.

Images 2 through 5 show the effects used on the antagonist. I blurred the actor (dressed in all black) and sped up their movement, giving them superhuman speed and abilities.

