EMBARGOED UNTIL Monday, January 24, 2022, 9:00 AM PST

Motion Picture Sound Editors Announces 69th Annual Golden Reel Award Nominees

International virtual ceremony slated for March 13th

Studio City, California—January 24, 2022—The Motion Picture Sound Editors (MPSE) today announces nominees in the 69th Annual MPSE Golden Reel Awards. Nominees represent the work of the world’s most talented sound artists and their contributions to the past year’s most outstanding feature film, television, animation, computer entertainment, and student productions.

“It’s been a fantastic year for sound and we look forward to celebrating the incredible work sound editors have performed for movies, television, games, documentaries and other creative media last year,” said MPSE president Mark Lanza. “We are excited this year to recognize Ron Howard with our Filmmaker Award and Chic Ciccolini as our Career Achievement recipient. Building on the success of our first-ever virtual ceremony last year, we are planning an even more spectacular night of fun, surprises and great achievements in sound.”

The MPSE Golden Reel Awards recognize outstanding achievement in sound editing in 17 categories encompassing feature films, television, animation, computer entertainment, and student work. This year, the awards ceremony will be held as an international virtual event on Sunday, March 13, 2022.

Tickets to the 69th Annual MPSE Golden Reel Awards may be purchased here:
https://www.mpse.org/event-4549095

2021 MPSE FILMMAKER AWARD

Ron Howard

2021 MPSE CAREER ACHIEVEMENT AWARD

Anthony “Chic” Ciccolini, III
69th ANNUAL MPSE GOLDEN REEL AWARD NOMINEES

Outstanding Achievement in Sound Editing – Animation Series or Short

Jurassic World – Camp Cretaceous: “Eye of the Storm”
Netflix
Supervising Sound Editors: Rob McIntyre MPSE, D.J. Lynch
Sound Designer: Evan Dockter, Marc Schmidt
Dialogue Editor: Anna Adams
Foley Editors: Aran Tanchum, Ezra Walker
Foley Artist: Vincent Guisetti

Love, Death + Robots: “Snow in the Desert”
Netflix
Supervising Sound Editor: Brad North MPSE
Sound Designer: Craig Henighan MPSE
Foley Editors: Jeff Gross, Dawn Lunsford
Foley Artist: Alicia Stevens
Music Editor: Jeff Charbonneau

Star Trek: Lower Decks: “Strange Energies”
Paramount+
Supervising Sound Editor: James Lucero
Sound Effects Editors: James Singleton, Mak Kellerman
Dialogue Editor: Michael LaFerla
Foley Artist: Michael Britt

Star Wars: Visions: “The Duel”
Disney+
Supervising Sound Editors: David W. Collins, Matthew Wood
Sound Designer: David W. Collins
Sound Editor: Luke Dunn Gielmuda
Foley Artist: Jana Vance

Star Wars: The Bad Batch: “Reunion”
Disney+
Supervising Sound Editor: Matthew Wood
Sound Designer: David W. Collins
Sound Editor: David W. Collins
Foley Editor: Frank Rinella
Foley Artist: Kimberly Patrick

**Star Wars: A Galaxy of Sounds: “Excitement”**
*Disney+
Supervising Sound Editor: David W. Collins
Sound Designers: Ben Burtt, David Acord, Ren Klyce, Tim Nielson, Chris Scarabosio, Tom Bellfort, Sam Shaw, Gary Rydstrom MPSE
Sound Editor: Matthew Wood

**Outstanding Achievement in Sound Editing – Limited Series or Anthology**

**The Book of Boba Fett: “1.1”**
*Disney+
Supervising Sound Editors: Matthew Wood, Bonnie Wild
Sound Designer: David Acord
Sound Effects Editors: David Collins, Benjamin A. Burtt, Jon Borland
ADR / Dialogue Editors: Angela Ang, Ryan Cota
Foley Editor: Alyssa Nevarez
Foley Artists: Ronni Brown, Andrea Gard, Sean England, Margie O'Malley
Music Editor: Stephanie McNally

**Loki: “Journey Into Mystery”**
*Disney+
Supervising Sound Editors: David Acord, Matthew Wood
Sound Effects Editors: Kyrsten Mate MPSE, Adam Kopald
Supervising Dialogue Editor: Steve Slanec
ADR Editor: Brad Semenoff MPSE
Sound Designers: David Farmer MPSE, David Acord
Foley Editor: Joel Raabe
Foley Artists: Shelley Roden MPSE, John Roesch MPSE
Supervising Music Editor: Anele Onyekwere
Music Editors: Nashia Wachsman, Ed Hamilton

**Mare of Easttown: “Illusions”**
*HBO Max
Supervising Sound Editor: Bradley North MPSE
Dialogue Editor: Tiffany S. Griffith
Sound Effects Editor: Jordan Wilby MPSE
Foley Editor: Antony Zeller MPSE
Foley Artist: Zane Bruce
Music Editor: Stephanie Lowry
The Underground Railroad: Chapter 9: “Indiana Winter”
Amazon Prime
Supervising Sound Editor: Onnalee Blank MPSE
Sound Designers: Jay Jennings, Harry Cohen MPSE
Sound Effects Editor: Luke Gibleon
Dialogue Editors: Chris Kahwaty MPSE, Katy Wood
ADR Editor: Bryan Parker MPSE
 Foley Editors: Pietu Korhonen, Lars Halvorsen
 Foley Artist: Heikki Kossi MPSE
 Music Editor: John Finklea

Wandavision: “The Series Finale”
Disney+
Supervising Sound Editors: Gwen Whittle MPSE, Kimberly Foscato
ADR Supervisor: Matthew Wood
Sound Designer: Steve Orlando
Sound Effects Editors: Scott Guitteau, Jon Borland, Samson Neslund, Richard Gould
Supervising Music Editor: Anele Onyekwere
ADR Editors: James Spencer, Chris Gridley
 Foley Editor: Luke Dunn Gielmuda
 Music Editors: Fernand Bos MPSE, Tom Kramer
 Foley Artists: Ronni Brown, Shelley Roden MPSE, John Roesch MPSE

The White Lotus: “Mysterious Monkeys”
HBO Max
Supervising Sound Editor: Kathryn Madsen MPSE
Supervising Dialogue Editor: Paul Hammond
Sound Effects Editor: Mark Allen MPSE
Foley Artist: Stefan Fraticelli, Jason Charbonneau
Music Editor: Mikael Sandgren

Outstanding Achievement in Sound Editing – Non-Theatrical Animation

Arcane – League of Legends: “When These Walls Come Tumbling Down”
Netflix
Supervising Sound Editors: Brad Beaumont MPSE, Eliot Connors MPSE
Supervising Music Editor: Alexander Temple
Supervising ADR Editor: Shannon Beaumont
 Foley Editor: Alexander Ephraim MPSE
Foley Artists: Dan O’Connell, John Cucci MPSE
Music Editor: Alex Seaver

**Lego Star Wars: “Terrifying Tales”**
*Disney+
Supervising Sound Editors: David W. Collins, Matthew Wood
Sound Designer: David W. Collins
Sound Editors: Justin Doyle, Bonnie Wild
 Foley Editor: Frank Rinella
 Foley Artists: Kimberly Patrick, Andrea Gard

**Maya and the Three: “Chapter 9: The Sun and the Moon”**
*Netflix
Supervising Sound Editor: Scott Martin Gershin MPSE
Sound Designers: Chris Richardson, Andrew Vernon MPSE
Sound Designer: Scott Martin Gershin MPSE
Sound Effects Editors: David Barbee MPSE, Masanobu “Tomi” Tomita
 Foley Artist: Dan O’Connell
Music Editor: Andres Locsey

**What if...Doctor Strange Lost His Heart Instead of His Hands?**
*Disney+
Supervising Sound Editor: Mac Smith
Sound Effects Editors: Bill Rudolph, Alyssa Nevarez
Dialogue Editor: Cheryl Nardi
Supervising Music Editor: Anele Onyekwere
Music Editor: Tom Kramer
 Foley Artists: John Roesch MPSE, Shelley Roden MPSE

**White Snake 2: “The Tribulation of the Green Snake”**
*Netflix
Supervising Sound Editor: Gary Chen
Sound Designer: Gary Chen
Sound Effects Editors: Wang Shuangshuang, Gary Chen, Mango Mok, Ji Hongrui, Irene Sun, Qiu Yi
ADR Editors: Listen Zhang, Liu Huizhe, Zhang Geng
 Foley Editors: Liu Huizhe, Cui Lin
 Foley Artist: Wang Ziwei, Miao Yin, Zhang Jindong, Xin Shengnan

**Outstanding Achievement in Sound Editing – Non-Theatrical Documentary**

**1971: The Year That Music Changed Everything: “Episode 1”**
Apple TV+
Supervising Sound Editors: Andy Shelley, Stephen Griffiths
Sound Effects Editors: Tae Hak Kim, Justin Dolby
Dialogue Editor: Claire Ellis
Foley Editors: Adam Oakley, Paolo Pavesi
Music Editors: Dan Johnson, Nas Parkash
Foley Artists: Zoe Freed, Rebecca Heathcote

The Beatles Get Back: “Part 3”
Disney+
Supervising Sound Editors: Brent Burge, Martin Kwok
Sound Editors: Matt Stutter MPSE, Buster Flaws, Melanie Graham
Dialogue Editor: Emile De La Rey
Music Editors: Steve Gallagher MPSE, Tane Upjohn-Beatson
Foley Editor: Michael Donaldson
Foley Artist: Simon Riley

Bob Ross: Happy Accidents, Betrayal & Greed
Netflix
Supervising Sound Editor: Trevor Gates
Dialogue Editors: Ryan Briley, Taylor Jackson
Sound Effects Editors: Paul B. Knox, Russell Topal MPSE, Mark Coffey
Foley Editor: Alex Jongbloed
Foley Artist: Tara Blume
Music Editor: Liam Rice

Exterminate All the Brutes
HBO / HBO Max
Sound Editors: Séverin Favriaux, Emeline Aldeguer
Dialogue Editor: Daniel Irribaren
Foley Artist: Vincent Maloumian

Formula 1: Drive to Survive: “Down to the Wire”
Netflix
Supervising Sound Editors: Steve Speed, Nick Fry
Sound Effects Editor: Hugh Dwan
Sound Designer: James Evans
Dialogue Editor: Hugh Dwan

Life in Colour with David Attenborough: “Seeing in Color”
Netflix
Supervising Sound Editor: Wayne Pashley MPSE
Sound Effects Editor: Paul Fisher
Foley Artists: Jonathon Cawte, Andy Devine, Richard Hinton
Music Editor: James Dorman

**McCartney 3, 2, 1**
*Hulu*
Supervising Sound Editor: Jonathan Greber
Sound Editor: Leff Lefferts
Dialogue Editors: E. Larry Oatfield, Bjorn Ole Schroeder
Music Editor: Kim Foscato

**Welcome to Earth**
*Disney+
Supervising Sound Editor: Jay Price
Sound Effects Editor: Jay Price
Dialogue Editor: Tom Foster
Foley Editor: Stuart Bagshaw
Music Editor: Ben Smithers

**Outstanding Achievement in Sound Editing – Non-Theatrical Feature**

**Fear of Rain**
*Hulu*
Supervising Sound Editor: David Barber MPSE
Foley Editor: David Kitchens MPSE
Sound Effects Editor: Ben Zarai
Sound Designer: David Barbee, MPSE
Foley Artist: Gonzalo "Bino" Espinoza
ADR Editor: Michael Kreple

**Fear Street: “Part Two - 1978”**
*Netflix*
Supervising Sound Editor: Trevor Gates
Supervising Dialogue Editor: Jason Dotts
Sound Effects Editors: Matthew Thomas Hall, Russell Topal MPSE, Mark Coffey, Paul B. Knox
Dialogue Editors: Kristen Hirlinger, Harrison Meyle
Foley Artist: Sandra Fox
Music Editor: Brett "Snacky" Pierce MPSE

**The Ice Road**
*Netflix*
Supervising Sound Editor: Trip Brock MPSE
Sound Designer: Charles Maynes MPSE
Supervising ADR Editor: Jacob Ortiz MPSE
Dialogue Editor: Jackie Johnson
Sound Effects Editors: Raymond Park MPSE, Demetri Evdoxiadis
Foley Artists: Lorita de la Cerna, G.W. Pope, III MPSE
Music Editor: Nicholas Fitzgerald

Infinite
Paramount+
Supervising Sound Editors: Mandell Winter MPSE, David Esparza MPSE
Sound Designer: Hamilton Sterling
Sound Effects Editor: Will Digby MPSE
Dialogue Editors: Micah Loken MPSE, Sang Kim
Foley Editor: Eryne Prine MPSE
Music Editor: Mark "Vordo" Wlodarkiewicz
Foley Artists: Dan O'Connell, John Cucci MPSE

Oslo
HBO Max
Supervising Sound Editor: Lewis Goldstein
Supervising ADR Editor: Gina Alfano MPSE
Sound Designer: Peter John Still
Sound Effects Editors: Alex Soto, Alfred DeGrand
Dialogue Editor: Thomas Ryan
Foley Editor: Wen Tseng
Foley Artists: Leslie Bloome, Joanna Fang

Outstanding Achievement in Sound Editing – ½ Hour – Comedy or Drama

Hacks: “There Is No Line”
HBO Max
Supervising Sound Editor: Brett Hinton
Sound Effects Editor: Marc Glassman MPSE
Dialogue Editor: Ryne Gierke
Foley Editor: Samuel Munoz
Foley Artist: Noel Vought
Music Editor: Jason Tregoe Newman

The Kominsky Method: “The Round Toes, of the High Shoes”
Netflix
Supervising Sound Editor: Lou Thomas
Sound Effects Editors: Mark Messick, TJ Jacques
Foley Editor: Clay Weber MPSE, Arno Stephanian MPSE
Foley Artist: Sanaa Kelley, Matt Salib
Music Editor: Joe Deveau

**Mythic Quest: “Everlight”**
*Apple TV+
Supervising Sound Editor: Matthew E. Taylor
Sound Designer: Pete Nichols
Sound Effects Editor: Matthew Wilson
Dialogue Editor: Sean Heissinger
Foley Editor: David Jobe
Foley Artists: Elizabeth Rainey, Jody Holwadel Thomas
Music Editor: Joe Deveau

**Only Murders in the Building: “The Boy From 6B”**
*Hulu
Supervising Sound Editor: Mathew Waters
Dialogue Editor: Danika Wikke MPSE
Sound Effects Editor: Meredith Stacy
Music Editor: Micha Liberman

**Schmigadoon: “Suddenly”**
*Apple TV+
Supervising Sound Editor: Cormac Funge
Sound Effects Editor: Peter Nichols
Dialogue Editor: John Green
Music Editor: Jessica Harrison
Foley Editor: Dario Biscaldi
Foley Artist: Lindsay Pepper

**We Are Lady Parts: “Sparta”**
*Peacock
Supervising Sound Editor: Jay Price
Sound Editor: Tom Foster
Dialogue Editor: Dario Swade
Foley Editor: Sam Walsh

**What We Do in the Shadows: “The Escape”**
*FX
Supervising Sound Editor: Steffan Falesitch
Sound Effects Editor: David Barbee MPSE
Dialogue Editor: Chris Kahwaty MPSE
Foley Editors: John Guentner, Sam Lewis
Foley Artist: Ellen Heuer
Music Editor: Steve Griffen

**Outstanding Achievement in Sound Editing – Series 1 Hour – Dialogue / ADR**

**For All Mankind: “And Here’s to You”**
Apple TV+
Supervising Sound Editor: Vince Balunas MPSE
Dialogue Editor: Vince Balunas MPSE
ADR Editor: Vince Balunas MPSE

**The Handmaid’s Tale: “Vows”**
Hulu
Supervising Sound Editor: David McCallum MPSE
Dialogue Editor: Krystin Hunter

**The Morning Show: “My Least Favorite Year”**
Apple TV+
Supervising Sound Editor: Mark Relyea MPSE
Supervising ADR Editor: Julie Altus
Dialogue Editor: Robert Guastini MPSE
Supervising Dialogue Editor: Pernell Salinas

**The Nevers: “Pilot”**
HBO Max
Supervising Sound Editor: Tim Kimmel MPSE
Supervising ADR Editor: Tim Hands
Supervising Dialogue Editor: John Matter MPSE

**Squid Game: “VIPS”**
Netflix
Supervising Sound Editors: Hye-Young Kang, Tae-Young Choi
Supervising ADR Editor: Byung-In Kim
Supervising Dialogue Editor: Eun-Ji Ye

**Star Trek Discovery: “Kobayashi Maru”**
Paramount+
Supervising Sound Editor: Matthew E. Taylor
Supervising Dialogue Editors: Sean Heissinger, Cormac Funge
ADR Editor: Cormac Funge

**Succession:** “Secession”  
**HBO Max**  
Supervising Sound Editor: Nicholas Renbeck MPSE  
Dialogue Editor: Michael Feuser  
ADR Editor: Angela Organ

**Ted Lasso:** “Rainbow”  
**Apple TV+**  
Supervising Sound Editor: Brent Findley MPSE CAS  
Dialogue Editor: Bernard Weiser MPSE  
Crowd Editor: Kip Smedley

**Outstanding Achievement in Sound Editing – Series 1 Hour – Effects / Foley**

**Foundation:** “The Emperor’s Peace”  
**Apple TV+**  
Sound Designer: Tyler Whitham MPSE  
Sound Effects Editors: Paul Germann, Dave Rose  
Foley Artist: Steve Baine

**The Handmaid’s Tale:** “Chicago”  
**Hulu**  
Supervising Sound Editors: Jane Tattersall MPSE, David McCallum MPSE  
Sound Effects Editor: Brennan Mercer  
Foley Editor: David Caporale, Davi Aquino  
Foley Artist: Sandra Fox

**Lost in Space:** “Trust”  
**Netflix**  
Supervising Sound Editor: Branden Spencer MPSE  
Sound Designer: Benjamin Cook MPSE  
Sound Effects Editors: Shaughnessy Hare, Brendan Croxon, Mark Hailstone  
Foley Artist: Paul Pirola

**Squid Game:** “VIPS”  
**Netflix**  
Supervising Sound Editor: Hye-Young Kang  
Sound Designer: Ye-Jin Jo  
Sound Effects Editor: Hye-Jin Yang
Foley Editor: Taek-Hyun Hong
Foley Artist: Chung-Gyu Lee

**Star Trek Discovery: “Kobayashi Maru”**
*Paramount+
Supervising Sound Editors: Matthew E. Taylor, Michael Schapiro
Sound Designers: Harry Cohen MPSE, Katie Halliday MPSE
Sound Effects Editor: Andrew Twite
Foley Editor: Clay Weber MPSE
Foley Artists: Alyson Moore, Chris Moriana

**Ted Lasso: “Beard’s Night Out”**
*Apple TV+
Supervising Sound Editors: Brent Findley MPSE CAS, Bernard Weiser MPSE
Sound Effects Editors: Kip Smedley, Mark Cleary
Foley Editors: Jordan McClain, Arno Stephanian MPSE
Foley Artists: Sanaa Kelley, Matt Salib

**The Witcher: “A Grain of Truth”**
*Netflix
Supervising Sound Editor: Matthew Collinge
Sound Designers: Rob Turner, Alyn Sclosa, Rob Prynne
Foley Editors: Adam Oakley, Rob Weatherall
Foley Artists: Zoe Freed, Rebecca Heathcote

**Wu Tang: An American Saga: “Protect Ya Neck”**
*Hulu
Supervising Sound Editor: Thomas E. de Gorter MPSE
Sound Designer: Michael O'Conner
Foley Editors: Geordy Sincavage, Alex Jongbloed
Foley Artists: Tara Blume, Monique Reymond

**Outstanding Achievement in Sound Editing – Series 1 Hour - Music**

**Cobra Kai: “The Rise”**
*Netflix
Music Editor: Andres Locsey

**See: Rock-a-Bye**
*Apple TV+
Music Editor: Dan Farkas
Squid Game: “Red Light, Green Light”  
Netflix  
Music Editor: Jae-il Jung

Star Trek Discovery: “Kobayashi Maru”  
Paramount+  
Supervising Music Editor: Moira Marquis  
Scoring Editor: Matea Prljevic

Ted Lasso: “Rainbow”  
Apple TV+  
Supervising Music Editor: Richard David Brown  
Music Editor: Sharyn Gersh MPSE

The Witcher: “A Grain of Truth”  
Netflix  
Music Editor: Arabella Winter MPSE

Wu Tang: An American Saga: “Protect Ya Neck”  
Hulu  
Music Editor: Sebastian Zuleta

Outstanding Achievement in Sound Editing – Feature Animation

Encanto  
Walt Disney Animation Studios  
Supervising Sound Editor: Shannon Mills  
Supervising Dialogue Editor: Brad Semenoff MPSE  
Sound Designer: Nia Hansen  
Sound Effects Editors: Samson Neslund, Justin Doyle, Cameron Barker, Qianbaihui Yang MPSE  
Dialogue Editor: Richard Quinn  
Foley Editor: Alyssa Nevarez  
Foley Artists: John Roesch MPSE, Shelley Roden MPSE  
Supervising Music Editor: Earl Ghaffari  
Music Editors: Angie Rubin, Kendall Demarest MPSE

Luca  
Pixar Animation Studios  
Supervising Sound Editors: Chris Scarabosio, André Fenley  
Supervising Dialogue Editor: Rich Quinn
Supervising Foley Editor: Ronni Brown
Sound Effects Editors: Justin Doyle, Pascal Garneau
Foley Editor: E. Larry Oatfield
Foley Artists: Jana Vance, Ronni Brown
Music Editor: Lodge Worster

**The Mitchells vs. the Machines**
*Sony Pictures Animation*
Supervising Sound Editor: Geoffrey G. Rubay
Supervising ADR Editor: James Morioka
Sound Designer: John Pospisil
Sound Effects Editors: Kip Smedley, Andy Sisul MPSE, Alec G. Rubay, Dan Kenyon, Greg Ten Bosch MPSE
ADR Editor: Curt Schulkey
Foley Editor: Kai Scheer
Foley Artists: Gregg Barbanell MPSE, Rick Owens MPSE
Music Editors: Dominick Certo MPSE, Barbara McDermott

**Raya and the Last Dragon**
*Walt Disney Animation Studios*
Supervising Sound Editor: Shannon Mills
Supervising Dialogue Editor: Brad Semenoff MPSE
Sound Designer: Nia Hansen
Sound Effects Editors: Samson Neslund, David C. Hughes, Cameron Barker
Foley Editors: Chris Frazier, Steve Orlando
Foley Artists: John Roesch MPSE, Shelley Roden MPSE
Supervising Music Editor: Jim Weidman
Music Editor: David Olson

**Sing 2**
*Illumination / Universal Pictures*
Supervising Sound Editor: Dennis Leonard
Supervising Dialogue Editor: Jonathan Greber
Supervising ADR Editor: Daniel Laurie
Sound Designer: Josh Gold
Sound Effects Editors: Lucas Miller, Benjamin A. Burtt
Foley Editors: Shaun Farley MPSE, Jonathon Stevens
Music Editors: Michael Connell, Charles Inouye

**Outstanding Achievement in Sound Editing – Feature Documentary**

*Billie Eilish: The World's a Little Blurry*
Apple TV+
Supervising Sound Editor: Richard Yawn MPSE
Music Editor: Michael Brake MPSE
Dialogue Editor: Rob Getty MPSE
Sound Effects Editor: Steven Avila MPSE
Foley Editor: Shawn Kennelly
Foley Artists: Melissa Kennelly, Vince Nicastro

Flee
NEON/Participant
Supervising Sound Editor: Edward Björner
Dialogue Editor: Jens Johansson
Sound Designer: Fredrik Jonsäter
Foley Artists: Rune Van Deurs, Bengt Öberg

The Rescue
Disney+
Supervising Sound Editor: Deborah Wallach
Sound Effects Editor: Roland Vajs
Foley Artist: Nuno Bentro
Music Editor: Ben Smithers

Summer of Soul (or, when the Revolution Could Not Be Televised)
Searchlight Pictures
Supervising Sound Editor: Joshua L. Pearson
Supervising Music Editor: Jimmy Douglass

VAL
Amazon Prime
Supervising Sound Editor: John Bolen
Dialogue Editor: John Bolen
Sound Effects Editor: John Bolen
Foley Editor: John Bolen

The Velvet Underground
Apple TV+
Supervising Sound Editor: Leslie Shatz
Music Editor: Jahn Sood

Outstanding Achievement in Sound Editing – Foreign Language Feature
**Cliff Walkers**  
*Viki*  
Supervising Sound Editors: Yang Jiang MPSE, Zhao Nan MPSE  
ADR Editor: Li Xinghui  
Foley Artist: Han Junsheng  
Sound Editors: Ann Scibelli, Xiao'ou Olivia Zhang MPSE, Iain Pattison, Alan Rankin  
Sound Designer: Mark Stoeckinger

**The Hand of God**  
*Netflix*  
Supervising Sound Editor: Silvia Moraes

**A Hero**  
*Amazon Prime*  
Supervising Sound Editor: Mohammadreza Delpak  
Dialogue Editor: Mohammadreza Delpak  
Sound Effects Editor: Mohammadreza Delpak

**Titane**  
*NEON*  
Sound Editor: Séverin Favriaux  
Foley Editor: Selia Çakir  
Foley Artist: Céline Bernard

**A Writer's Oddyssey**  
*Netflix*  
Supervising Sound Editor: Xiao Sha Liu  
Supervising ADR Editor: Xiao Sha Liu  
Sound Designer: Gang Wang  
Sound Effects Editors: Shuang Shuang Wang, Hong Rui Ji, Gang Wang, Ruo Qi Mo, Tobias Poppe, Zi Jian Jiang  
Dialogue Editor: Zi Jin  
Foley Editor: Pei Ya Zhang  
Foley Artists: Zi Wei Wang, Yin Miao  
Music Editor: Fei Yu

**Outstanding Achievement in Sound Editing – Feature Dialogue / ADR**

**Dune**  
*Warner Bros.*  
Dialogue Editor: David Bach
Last Night in Soho  
Universal Pictures  
Supervising Sound Editors: Dan Morgan, Julian Slater MPSE  
Supervising ADR Editor: Dan Morgan

The Matrix Resurrections  
Warner Bros.  
Supervising Sound Editors: Stephanie Flack, Dane A Davis MPSE  
Dialogue Editors: Marek Forreiter, Benjamin Hörbe, Dominik Schleier, Immo Trümpelmann

Nightmare Alley  
Searchlight Pictures  
Supervising Sound Editor: Jill Purdy MPSE  
Supervising Dialogue Editor: Jill Purdy MPSE  
Supervising ADR Editor: Jill Purdy MPSE  
Dialogue Editor: Nelson Ferreira MPSE

No Time to Die  
MGM/United Artists  
Supervising Dialogue & ADR Editors: Becki Ponting, Michael Maroussas  
Dialogue Editors: Rachael Tate MPSE, Adele Fletcher  
Supervising Sound Editor: Oliver Tarney MPSE

The Power of the Dog  
Netflix  
Supervising Dialogue & ADR Editor: Leah Katz

A Quiet Place Part II  
Paramount Pictures  
Supervising Sound Editor: Ethan Van der Ryn  
Supervising Dialogue & ADR Editors: Vanessa Lapato, Nancy Nugent  
Dialogue Editor: Matt Cavanaugh MPSE

The Tragedy of Macbeth  
Apple TV+  
Supervising Sound Editor: Skip Lievsay  
Supervising Dialogue Editor: Michael Feuser

Outstanding Achievement in Sound Editing – Feature Effects / Foley
Belfast
Focus Features
Supervising Sound Editors: Simon Chase, James Mather
Sound Editor: Tomas Blazukas
Foley Editor: Arthur Graley
Foley Artists: Sue Harding, Oliver Ferris

Dune
Warner Bros.
Supervising Sound Editors: Theo Green, Mark Mangini MPSE
Sound Designer: Dave Whitehead
Sound Effects Editors: Phil Barrie, Lee Gilmore MPSE, Greg Ten Bosch MPSE, Robert Kellough MPSE, Piero Mura
Foley Editor: Christopher Bonis
Foley Artists: Andy Malcolm, Goro Koyama, Sandra Fox

The Matrix Resurrections
Warner Bros.
Supervising Sound Editors: Dane A. Davis MPSE, Stephanie Flack
Sound Effects Editors: Bryan O. Watkins, Jeremy Peirson, Markus Stemler, Michael Schapiro, Eric Lindemann, Albert Gasser MPSE, Laurent Kossayan MPSE, Caron Weidner
Foley Editors: Frank Kruse, Kuen Il Song
Foley Artists: Daniel Weiss, Carsten Richter

Nightmare Alley
Searchlight Pictures
Supervising Sound Editor: Nathan Robitaille MPSE
Sound Effects Editor: Dashen Naidoo
Foley Editor: Chelsea Body
Foley Artists: Goro Koyama, Andy Malcolm

No Time to Die
MGM/United Artists
Supervising Sound Editors: Oliver Tarney MPSE, James Harrison
Sound Designers: Bryan Bowen, Eilam Hoffman, Michael Fentum
Sound Effects Editor: Dawn Gough
Foley Editor: Hugo Adams
Foley Artists: Sue Harding, Andrea King

A Quiet Place Part II
Paramount
Supervising Sound Editors: Ethan Van der Ryn, Erik Aadahl MPSE
Sound Designers: Malte Bieler, Brandon Jones
Sound Effects Editors: Chris Diebold, Matt Cavanaugh MPSE
Foley Editor: Jonathan Klein
Foley Artists: Steve Baine, Peter Persaud

**Spider-Man: No Way Home**
*Sony Pictures*
Supervising Sound Editors: Steven Ticknor MPSE, Vanessa Lapato
Sound Designers: Anthony Lamberti, Ken McGill, Chris Diebold
Sound Effects Editors: Sam Fan, Jamie Hardt MPSE, Justin M. Davey, Takako Ishikawa, Chris Jacobson
Foley Supervisor: Jessica Parks
Foley Editor: Samuel Nacach
Foley Artists: Gary Hecker MPSE, Adam DeCoster

**Outstanding Achievement in Sound Editing – Feature Music**

**Dune**
*Warner Bros.*
Supervising Music Editors: Clint Bennett, Ryan Rubin
Music Editor: Peter Myles

**Ghostbusters: Afterlife**
*Sony Pictures*
Supervising Music Editor: Curt Sobel

**In the Heights**
*Warner Bros.*
Music Editors: Jim Bruening, Jennifer Dunnington, Ben Holiday

**The Matrix Resurrections**
*Warner Bros.*
Supervising Music Editor: Gabriel Isaac Mounsey
Music Editors: Hans Hafner, Jonathan Levi Shanes

**Nightmare Alley**
*Searchlight Pictures*
Music Editors: Clint Bennett, Kevin Banks MPSE
Scoring Editor: Cecile Tournesac

**A Quiet Place Part II**
*Paramount*
Music Editors: Jim Schultz, Nancy Allen MPSE, Del Spiva MPSE, Ramiro Belgardt

tick tick…BOOM!
Netflix
Music Editors: Nancy Allen MPSE, John Davis, Bri Holland

West Side Story
20th Century Studios
Music Editors: Joe E. Rand, Ramiro Belgardt
Scoring Editor: David Channing

Outstanding Achievement in Sound Editing – Game Audio

The Ascent
Neon Giant
Audio Director: Samuel Justice
Audio Leads: Stefan Rutherford, Joe Thom
Supervising Sound Editor: Csaba Wagner

Call of Duty: Vanguard
Sledgehammer Games
Audio Director: David Swenson MPSE
Audio Leads: Matthew Grimm, Ryan McSweeney, Michael Caisley, Eric Wedemeyer
Supervising Sound Editors: Charles Deenen MPSE, Nick Interlandi, Nick Martin
Supervising Dialogue Editor: Emilio Lopez-Centellas, Adam Boyd MPSE, Hilary Long
Supervising Music Editors: Ted Kocher, Anthony Caruso
Sound Designers: Kegan Chau, Fernando Labarthe, Sheridan Willard, Tyler Cannan, Michael Tornabene, Peter Wayne, Liam Underwood, Don Veca, Jeremiah Sypult, Andy Bayless, Darren Blondin, Nicholas D’Amato, Jacob Denny, Jacob Harley, Vadim Nuniyants, Timothy Schlie, Aaron Brown, Ian Mika, Tory Bader, Corina Bello, Darrell Tung, Jonathan Gosselin, Nick Tremblay, Mathieu Denis, Mikael Frithiof, Jon Persson, Braden Parkes, Erick Ocampo, Mike Maksim, Matt Hall, Chris Diebold, Jeff Sawyer, Josh Moore, Igor Comes, Tim Gedemer MPSE, Klaus Shipman, Jim Schaefer, Rashaad Wiggins
Sound Editors: Daniel Petras, Jordan Ruhala, Matthew Schaff MPSE
Dialogue Editors: Robert Jackson, Maggie Wolf, Alvaro Vela, Serge J. Isaac, Stiv Schneider, Juliana Henao Mesa, David Price
Music Editors: Scott Shoemaker, Tao-Ping Chen, Adam Kallibjian, Rob Goodson, Andrew Buresh
Foley Artist: Foley Walkers
Halo Infinite
Xbox Game Studios
Audio Director: Sotaro Tojima
Audio Leads: Kyle Fraser, Jomo Kangethe, Robbie Elias, Chase Thompson, Jeramy Koepping
Supervising Sound Editors: Samuel Justice, Csaba Wagner
Supervising Dialogue Editors: Joshua Bandy, Emma Emrich
Supervising Music Editor: Joel Yarger
Sound Effects Editors: Zeke Fenelon, Matthew Wesdock, Robert Blake, Paul Hackner MPSE, Ian Savage
Foley Artists: John Roesch MPSE, Alyson Dee Moore, Christopher Moriana, Bogdan Zavarzin
Dialogue Editors: Monet Gardiner, Garrett P. Montgomery MPSE, Daniel P. Francis MPSE, Peret Von Sturmer, Carlon Jesse Assells, Matt Klimek MPSE
Music Editors: Colin Andrew Grant, Cameron Konner

Ratchet & Clank: A Rift Apart
Insomniac Games
Audio Director: Paul Mudra
Audio Leads: Daniel Birczynski, Jamie McMenamy
Audio Lead - Cinematics: Dwight Okahara
Dialogue Lead: Patrick Michalak
Supervising Sound Designers: Emile Mika, Csaba Wagner, Samuel Justice
Sound Designers: David Yingling, Blake Johnson, Jeff Dombkowski, Brooke Yap, Daniele Carli MPSE, Tyler Cornett, Tyler Hoffman, Christian Kjeldsen, Jeff Darby, Zack Bogucki, Aaron Sanchez, Kei Matsuo MPSE, David Goll, Adam Lidbetter, Alex Previty, Erik Buensuceso, Casey Slocum, Rob Castro, Gregory McCoach, Andres Herrera, Maria Rascon, Nathaniel Bonisteel, Noburo Masuda, Keichi Kitahara, Graham Donnelly, David Farmer, Eilam Hoffmann, Jay Jennings
Sound Editors: Paul Hackner, Barney Oram, Stephano Sanchinelli, Igor Comes, Bryan Jerden
Additional In-Game Sound Design: Chris Sweetman, Samuel Justice, Barney Oram, Csaba Wagner
Dialogue Editors: Keith Asack, Michelangelo Muscariello, Evan Hodick, Matthew Strasser, Jaime Marcelo, Ryan Schaad, Tim Schumann
Supervising Music Editor: Scott Hanau
Music Editors: Andrew Buresh, Anthony Caruso, Ernest Johnson, James Zolyak, Justin Lieberman, Nicholas Mastroianni, Rob Goodson, Scott Bergstrom, Tao-Ping Chen, Ted Kocher, Tyler Crowder

Star Wars: Tales from the Galaxy’s Edge – Last Call
Oculus Quest
Supervising Sound Editors: Michael Brinkman, Paul Stoughton, Kevin Bolen
Sound Designers: Bill Rudolph, Jonathan Do, Andy Martin
Dialogue Editors: Ryan Cota, Chris Gridley
Music Editor: Clark Rhee
Foley Artists: Ronni Brown, Jana Vance, Shelley Roden MPSE, John Roesch MPSE

Outstanding Achievement in Sound Editing – Student Film (Verna Fields Award)

Build Me Up
The National Film and Television School
Supervising Sound Editor: Wong Hui Grace

Cocon
Netherlands Film Academy
Supervising Sound Editor: Freija Hogenboom
Sound Effects Editor: Camiel Povel
Foley Artist: Annika Epker

Do Not Feed the Pigeons
The National Film and Television School
Supervising Sound Editor: Joe De-Vine

The Many Faces of Ava
The National Film and Television School
Supervising Sound Editor: Dominika Latusek

Night of the Living Dread
The National Film and Television School
Supervising Sound Editor: Miles Sullivan

Other Half
The National Film and Television School
Supervising Sound Editor: Zoltán Kadnár

Pressure
The National Film and Television School
Supervising Sound Editor: Antek Rutczynski

Échale Ganas, The Villa’s Tacos Story
Chapman University
Supervising Sound Editor: Mingxin Qiguan
Sound Designer: Mingxin Qiguan

About MPSE
Founded in 1953, the Motion Picture Sound Editors is a non-profit organization of professional sound and music editors who work in the motion picture television and gaming industries. The organization’s mission is to provide a wealth of knowledge from award-winning professionals to a diverse group of individuals, youth and career professionals alike; mentoring and educating the community about the artistic merit and technical advancements in sound and music editing; providing scholarships for the continuing advancement of motion picture sound in education; and helping to enhance the personal and professional lives of the men and women who practice this unique craft.

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