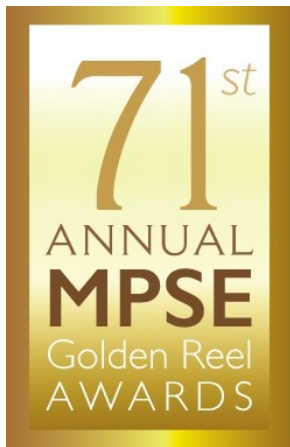




EMBARGOED UNTIL Tuesday, January 16, 2024, 9:00 AM PST

Motion Picture Sound Editors Announces 71st Annual MPSE Golden Reel Awards Nominees

Awards Ceremony Scheduled for Sunday, March 3, 2024 in Los Angeles.



HOLLYWOOD—January 16, 2024—The Motion Picture Sound Editors ([MPSE](#)) today announces nominees for the 71st 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 great year for entertainment sound,” said MPSE president David Barber. “We are so impressed with the creative excellence of sound artists across all media and from around the world. We extend our sincere congratulations to this year’s stellar nominees.”

The 71st Annual MPSE Golden Reel Awards will take place on Sunday, March 3, 2024 at the Wilshire Ebell Theatre in Los Angeles.

MPSE FILMMAKER AWARD

Michael Dinner

MPSE CAREER ACHIEVEMENT AWARD

Dane A. Davis, MPSE

71st Annual MPSE Golden Reel Awards Sound Editorial Nominees

Outstanding Achievement in Sound Editing – Broadcast Animation

Rick and Morty: "Unmortricken"

Cartoon Network

Supervising Sound Editor: Hunter Curra MPSE

Sound Editor: James A. Moore

Sound Effects Editor: Corbin Bumeter

Dialogue Editor: Ricardo Watson

Star Trek Lower Decks: "Old Friends, New Planets"

Paramount+

Supervising Sound Editor: James Lucero

Sound Effects Editors: Mak Kellerman, John Wynn, James Singleton

Dialogue Editor: Konrad Pinon

Foley Editor: Michael Britt

Star Wars: The Bad Batch: "Faster"

Disney

Supervising Sound Editors: David W. Collins, Matthew Wood

Sound Designer: David W. Collins

Sound Effects Editors: Justin Doyle, Kevin Bolen MPSE, Kimberly Patrick

Supervising Foley Editor: Frank Rinella

Foley Artists: Kimberly Patrick, Margie O'Malley, Andrea Gard

Star Wars: Visions: "The Pit"

Disney

Supervising Sound Editor: David W. Collins

Sound Designer: David W. Collins

Sound Effects Editors: Kevin Bolen MPSE, Bill Rudolph

Dialogue Editor: David W. Collins

Supervising Foley Editor: Alex Wilmer

Foley Artists: John Roesch MPSE, Shelley Roden MPSE, Xiuzhu (Mimi) Guo

Transformers: Earthspark: "Security Protocols"

Nickelodeon

Supervising Sound Editor: Brad Meyer MPSE

Sound Effects Editor: Natalia Saavedra Brychcy MPSE

Dialogue Editor: Christine Gamache

Foley Editor: Carol Ma MPSE

Young Jedi Adventures: "The Young Jedi/Yoda's Mission"

Disney

Supervising Sound Editor: Heather Olsen MPSE

Dialogue Editor: Robbi Smith MPSE

Foley Editor: David Bonilla MPSE

Foley Artist: John "J" Lampinen

Outstanding Achievement in Sound Editing – Broadcast Long Form Dialogue / ADR

All the Light We Cannot See: Episode 4

Netflix

Supervising Sound Editors: Craig Henighan MPSE, Ryan Cole MPSE

Dialogue Editors: Emma Present, Jill Purdy MPSE

Succession: "Connor's Wedding"

HBO

Supervising Sound Editor: Nicholas Renbeck MPSE

Dialogue Editor: Dan Korintus

Supervising ADR Editor: Angela Organ

Dialogue Editor/ ADR Editor: Andy Kris

Ted Lasso: "So Long, Farewell"

AppleTV+

Supervising Sound Editor: Brent Findley MPSE

Dialogue Editors: Bernard Weiser MPSE, Bruce Honda, Scott G. G. Haller MPSE

ADR Editor: Daniel Douglass MPSE

The Crown: "Ritz"

Netflix

Supervising Sound Editor: Lee Walpole MPSE

Supervising Dialogue Editor: Iain Eyre

ADR Supervisor: Steve Little

ADR Editors: Abbie Shaw, Matthew Mewett

The Last of Us: "Long, Long Time"

HBO

Supervising Sound Editor: Michael J. Benavente

ADR Supervisor: Michael J. Benavente

Dialogue Editor: Joe Schiff

The Marvelous Mrs. Maisel: "Four Minutes"

Amazon Prime

Supervising Sound Editor: Ron Bochar

Dialogue Editor: Sara Stern

ADR Editor: Ruth Hernandez MPSE

Outstanding Achievement in Sound Editing – Broadcast Long Form Effects / Foley

Ahsoka: "Part Four: Fallen Jedi"

Disney

Supervising Sound Editors: Bonnie Wild, Matthew Wood
Sound Designer: David Acord
Sound Effects Editors: Kimberly Patrick, Tim Farrell
Supervising Foley Editor: Joel Raabe
Foley Artist: Shelley Roden MPSE, Ronni Brown, Heikki Kossi MPSE

All the Light We Cannot See: Episode 4

Netflix

Supervising Sound Editors: Craig Henighan MPSE, Ryan Cole MPSE
Sound Effects Editor: David Grimaldi
Foley Editor: Matt Cloud
Foley Artist: Steve Baine

The Continental: From the World of John Wick: "Theatre of Pain"

Peacock

Supervising Sound Editor: Luke Gibleon
Sound Designer: Nick Interlandi
Sound Effects Editor: Joshua Adeniji
Foley Editors: Adrian Medhurst MPSE, Duncan Campbell
Foley Artist: Adrian Medhurst MPSE

Loki: "Glorious Purpose"

Disney

Supervising Sound Editor: Bjørn Ole Schroeder
Sound Designer: David Chrastka
Sound Effects Editors: Andre Zweers, Malcolm Fife, Jamey Scott MPSE
Supervising Foley Editor: Alyssa Nevarez
Foley Editor: Dawit Zemene MPSE
Foley Artist: Sandra Fox

Star Trek: Picard: "The Last Generation"

Paramount+

Supervising Sound Editor: Matthew E. Taylor
Sound Designers: Michael Schapiro, Harry Cohen MPSE
Sound Editors: Alex Pugh MPSE, Deron Street, Jim Gallivan
Foley Editors: John Sanacore MPSE, Clay Weber MPSE
Foley Artist: Rick Owens MPSE

The Last of Us: "When You're Lost in the Darkness"

HBO

Supervising Sound Editor: Michael J. Benavente
Sound Designers: Chris Battaglia MPSE, Chris Terhune

Sound Effects Editors: Mitchell Lestner, Matt Yocum MPSE, Jacob Flack MPSE
Supervising Foley Editor: Randy Wilson
Foley Editors: Davi Aquino, Justin Hale
Foley Artists: Justin Charbonneau, Stefan Fraticelli, William Kellerman

Outstanding Achievement in Sound Editing – Broadcast Short Form

American Horror Story: Delicate Part 1: "When the Bough Breaks"

FX

Supervising Sound Editors: Christian Buenaventura MPSE, Gary Megregian MPSE
Sound Effects Editor: Tim Cleveland
Dialogue Editor: Steve Stuhr
Foley Editor: Lyndsey Schenk
Foley Artist: Noel Vought

Barry: "wow"

HBO

Supervising Sound Editors: Sean Heissinger, Matthew E. Taylor
Sound Designer: Rickley W. Dumm MPSE
Sound Editor: Deron Street
Dialogue Editor: John Creed MPSE
Supervising Foley Editor: Clay Weber MPSE
Foley Editor: Darrin Mann
Foley Artists: Alyson Dee Moore MPSE, Chris Moriana

BEEF: "The Great Fabricator"

Netflix

Supervising Sound Editor: Christopher Gomez MPSE
Sound Effects Editor: Jerry Lafuente MPSE
Dialogue Editor: Nathan Efstation
Foley Editor: Igor Yashin
Foley Artist: Ruslan Schebisty

The Bear: "Fishes"

FX

Supervising Sound Editors: Steve "Major" Giammaria MPSE, Andrea Bella
Sound Effects Editors: Jonathan Fuhrer, Matt Snedecor
Dialogue Editors: Evan Benjamin, John Werner
ADR Editor: John Bowen
Foley Editors: Annie Taylor, Nick Seaman
Foley Artists: Leslie Bloome, Shaun Brennan

The Mandalorian: "The Return"

Disney

Supervising Sound Editors: Trey Turner, Matthew Wood

Sound Designer: David W. Collins

Sound Effects Editors: Luis Galdames MPSE, Kevin Bolen MPSE

ADR Editors: Brad Semenoff MPSE, Ryan Cota MPSE

Supervising Foley Editor: Frank Rinella

Foley Editors: Joel Raabe, Alyssa Nevarez

Foley Artist: Shelly Roden MPSE

Outstanding Achievement in Sound Editing – Feature Animation

Elemental

Disney / Pixar

Supervising Sound Editors: Ren Klyce, Coya Elliott

Sound Designer: Ren Klyce

Sound Effects Editors: Jonathan Stevens, Benjamin A. Burt, Kim Patrick, Steve Bissinger

Supervising Dialogue Editor: Rich Quinn

Dialogue Editor: Lisa Chino

Supervising Foley Editor: Dee Selby

Foley Editor: Nicolas Docter

Foley Artists: Shelley Roden MPSE, Heikki Kossi MPSE

Music Editor: Shinnosuke Miyazawa

Migration

Illumination

Supervising Sound Editors: Daniel Laurie, Josh Gold

Sound Effects Editors: Richard Gould, Luke Dunn-Giellmuda, Scott Guitteau

Dialogue Editor: Bjørn Ole Schroeder

Supervising Foley Editor: Thom Brennan

Foley Editor: E. Larry Oatfield

Foley Artists: Sean England, Andrea Gard

Music Editor: Bill Bernstein

Spider-Man: Across The Spider-Verse

Sony Pictures Animation

Supervising Sound Editor: Geoffrey G. Rubay

Sound Designers: John J. Pospisil, Alec G. Rubay, Kip Smedley

Sound Effects Editors: Cathryn Wang, David Werntz, Bruce Tanis MPSE, Greg ten Bosch MPSE, Daniel

McNamara MPSE, Will Digby, Andy Sisul

Supervising Dialogue Editor: James Morioka MPSE

Dialogue Editors: Robert Getty MPSE, Jason W. Freeman, Kai Scheer, Ashley N. Rubay
Foley Supervisor: Colin Lechner MPSE
Foley Artists: Gregg Barbanell MPSE, Jeff Wilhoit MPSE, Dylan Wilhoit, Alex Ullrich
Supervising Music Editor: Katie Greathouse
Music Editor: Barbara McDermott

The Super Mario Bros Movie

Universal Pictures

Supervising Sound Editor: Daniel Laurie
Sound Designers: Randy Thom MPSE, Jamey Scott MPSE
Sound Effects Editors: Leff Lefferts, Qianbaihui Yang MPSE, Scott Guitteau
Dialogue / ADR Supervisor: Jacob Riehle
Supervising Foley Editor: E. Larry Oatfield
Foley Editor: Zach Martin
Foley Artists: Ronni Brown, Jana Vance, Sean England

Outstanding Achievement in Sound Editing – Feature Documentary

32 Sounds

Department of Motion Pictures and Free History Project

Supervising Sound Editor: Mark Mangini MPSE
Supervising ADR Editor: Eliza Paley
Sound Editor: Robert Kellough MPSE
ADR Editor: Mari Matsuo
Foley Editor: Blake Collins
Foley Artist: Joanna Fang MPSE

American Symphony

Netflix

Supervising Sound Editor: Tristan Baylis MPSE, Tom Paul
Foley Artist: Leslie Bloome
Sound Effects Editors: Matt Snedecor, Mark Filip, Nick Seaman

Mourning In Lod

Medalia Productions

Supervising Sound Editors: Yossi Appelbaum, Lior Weitzman
Sound Designer: Yossi Appelbaum

Still: A Michael J. Fox Movie

AppleTV+

Supervising Sound Editor: Skip Lievsay
Sound Effects Editors: Rich Bologna, Wyatt Sprague

Dialogue Editor: Michael Feuser
Foley Supervisor: Matt Haasch
Foley Editor: Heather Gross
Foley Artist: Jay Peck

Taylor Swift | The Eras Tour

Taylor Swift Productions

Sound Editor: Phil DeTolve
Music Supervisor: David Cook

Outstanding Achievement in Sound Editing – Foreign Language Feature

Anatomy of a Fall

NEON

Sound Editors: Fanny Martin, Jeanne Delplancq

The Zone of Interest

A24

Supervising Sound Editor: Johnnie Burn MPSE
Sound Effects Editors: Simon Carroll, Max Behrens, Joe Mount, Brendan Feeney
Foley Editors: Ewa Mazurkiewicz, Natalia Lubowiecka MPSE, Dawid Konecki, Kamil Kwiatkowski
Foley Artist: Jacek Wiśniewski

Godzilla Minus One

Robot Communications

Sound Editors: Hisafumi Takeuchi, Natsuko Inoue

Society of the Snow

Netflix

Supervising Sound Editor: Oriol Tarragó
Sound Designer: Oriol Tarragó
Sound Effects Editors: Iosu Martinez, Guillem Giró
Sound Editors: Sarah Romero, Marc Bech, Brendan Golden
Dialogue Editor: Jorge Alarcón
Foley Artists: Erik Vidal, Kiku Vidal
Music Editor: John Finklea

Outstanding Achievement in Sound Editing – Feature Dialogue / ADR

Barbie

Warner Bros.

Supervising Sound Editors: Ai-Ling Lee, Dan Kenyon
Supervising Dialogue / ADR Editor: Brian Bowles MPSE
Dialogue Editors: Kate Bilinski, Tony Martinez, Tyler Newhouse

Killers of the Flower Moon**AppleTV+**

Supervising Sound Editors: Philip Stockton, Eugene Gearty
Dialogue Editors: Julia Stockton, Philip Stockton
ADR Editor: Marissa Littlefield

Maestro**Netflix**

Supervising Sound Editors: Richard King, Rich Bologna
Supervising Dialogue / ADR Editor: Tony Martinez
Dialogue Editors: Eliza Paley, Jac Rubenstein, Fred Rosenberg
Supervising Music Editor: Jason Ruder

Napoleon**AppleTV+**

Supervising Sound Editors: Oliver Tarney MPSE, James Harrison
Supervising Dialogue Editor: Michael Maroussas
Dialogue Editor: Rachael Tate MPSE
Crowd Editor: Rob Killick

Oppenheimer**Universal Pictures**

Supervising Sound Editor: Richard King
Supervising Dialogue Editor: David Bach
Dialogue Editors: Russell Farmarco, Albert Gasser MPSE

Poor Things**Searchlight Pictures**

Supervising Sound Editor: Johnnie Burn MPSE
Dialogue Editors: Tristan Baylis MPSE, Peter Russell, Simon Carrol

Outstanding Achievement in Sound Editing – Feature Effects / Foley**Gran Turismo****Columbia Pictures**

Supervising Sound Editors: Kami Asgar MPSE, Erin Oakley

Sound Designer: Charles Deenen

Sound Effects Editors: Sam Fan, Matt Cavanaugh MPSE, James Evans, Nick Spradlin

Sound Designer: Tim Gedemer MPSE

Foley Artists: Gary Hecker MPSE, Mike Horton

Foley Editor: Jessica Parks

Ferrari

NEON

Supervising Sound Editors: Tony Lamberti, Bernard Weiser MPSE

Sound Designer: David Werntz

Sound Effects Editor: Brent Findley MPSE, Steven Ticknor, Benjamin Cook MPSE

Supervising Foley Editor: Beso Kacharava MPSE

Foley Artist: Biko Gogaladze

Foley Editors: Alexander Sanikidze, Rati Chkhetiani

John Wick Chapter 4

Lionsgate

Supervising Sound Editor: Mark Stoeckinger

Co-Supervising Sound Editor: Paul Soucek MPSE

Sound Designer: Mark Stoeckinger

Sound Effects Editors: Alan Rankin, Luke Gibleon, Xiao'ou Olivia Zhang MPSE, Stephen Robinson MPSE, Gael Nicolas, Casey Genton, Nicolas Interlandi

Napoleon

AppleTV+

Supervising Sound Editors: Oliver Tarney MPSE, James Harrison

Sound Designers: Mike Fentum

Sound Effects Editors: Aran Clifford, Kevin Penney, Rowan Watson

Foley Supervisor: Hugo Adams

Foley Artists: Oliver Ferris, Sue Harding, Andrea King

Oppenheimer

Universal Pictures

Supervising Sound Editor: Richard King

Sound Effects Editor: Michael Mitchell

Sound Designer: Randy Torres

Supervising Foley Editor: Christopher Flick

Foley Artists: Dan O'Connell, John Cucci MPSE

The Killer

Netflix

Sound Designer: Ren Klyce

Sound Effects Editors: Jonathon Stevens, Malcolm Fife
Supervising Sound Editor: Jeremy Molod
Supervising Foley Editor: Thom Brennan
Foley Editor: Dee Selby
Foley Artists: Shelley Roden MPSE, John Roesch MPSE

Outstanding Achievement in Sound Editing – Non-theatrical Animation

Blue Eye Samurai: "All Evil Dreams and Angry Words"

Netflix Animation

Supervising Sound Editor: Myron Nettinga
Supervising Dialogue Editor: Paulette Lifton MPSE
Sound Designers: Sam Hayward, Jared Dwyer MPSE, Andrew Miller MPSE
Sound Editor: Johanna Turner
Foley Artists: Jason Charbonneau, Stefan Fraticelli
Foley Editor: Justin Helle

Blue Eye Samurai: "Hammerscale"

Netflix Animation

Supervising Sound Editor: Paul N.J. Ottosson
Sound Effects Editor: Leo Marcel
Dialogue Editor: Daniel Saxlix MPSE
Foley Editor: Shawn Kennelley
Foley Artists: Melissa Kennelley, Vince Nicastro

Justice League: "Warworld"

Warner Bros. Animation

Sound Designer: Robert Hargreaves MPSE
Supervising Dialogue Editor: Mark Keatts
Dialogue Editors: Mike Garcia MPSE, Kelly Foley-Downs

The Monkey King

Netflix Animation

Supervising Sound Editors: David Giammarco, Eric A. Norris MPSE
Dialogue Editor: Sean Massey MPSE
Sound Designers: Jon Title MPSE, Tim Nielsen
Foley Artists: Dan O'Connell, John Cucci MPSE

Outstanding Achievement in Sound Editing – Non-theatrical Documentary

100 Foot Wave: "Lost at Sea"

HBO

Supervising Sound Editor: Keith Hodne

Dialogue Editor: Max Holland

Sound Designer: Eric Di Stefano

Sound Effects Editors: Eli Akselrod, Mika Anami

Sound Designer: Kevin Senzaki MPSE

David Attenborough's Conquest of The Skies

Atlantic Productions

Supervising Sound Editor/ Sound Designer: Oliver Kadel

Formula 1: Drive to Survive: "Over the Limit"

Netflix

Supervising Sound Editors: Steve Speed, Nick Fry

Sound Supervisors: Adam King, Doug Dreger

Sound Designers: Ivan Onek, James Spooner

Our Planet II: "Chapter 3: The Next Generation"

Netflix

Sound Editor: George Fry

Waco: American Apocalypse "In the Beginning..."

Netflix

Supervising Sound Editor: Trip Brock MPSE

Sound Designer: Itai Levy

Sound Effects Editor: Eric Gillingham MPSE, GW Pope, III

Dialogue Editor: Jackie Johnson

World War II: From the Front Lines: "Turning Point"

Netflix

Supervising Sound Editor: Luke Hatfield

Sound Designer: Sophie-Alice Davies

Outstanding Achievement in Sound Editing – Non-theatrical Feature

Black Mirror: Beyond the Sea

Netflix

Supervising Sound Editor: Antony Bayman

Dialogue/ADR Editor: Alex Sawyer

Sound Effects Editor: Jane Lo

Supervising Foley Editor: Adam Méndez
Foley Editor: Rob Davidson
Foley Artists: Sue Harding, Oli Ferris

The Last Kingdom: Seven Kings Must Die

Netflix

Supervising Sound Editor: Jack Gillies
Dialogue/ADR Supervisor: Michael Williams
ADR Editor: Steve Berezai
Foley Supervisor: Sam Walsh
Foley Editor: Neale Ross
Foley Artist: Jason Swanscott

Mr. Monk's Last Case: A Monk Movie

Peacock

Supervising Sound Editor: Brent Findley MPSE
Sound Effects Editor: Dan Kremer MPSE
Dialogue Editor: Dan Douglass MPSE
Foley Editor: Lyndsey Schenk
Foley Artists: Brian Straub, Vincent Deng

Publish or Perish

Alation Media

Supervising Sound Editor: Leslie Gaston-Bird MPSE
Supervising Foley Editor: Anna Sulley MPSE
Dialogue Editors: Lora Cornes, Naomi Graham, Jahmai Bruce
Foley Artists: Ruth Sullivan, Karo Jedrzejczyk

71st Annual MPSE Golden Reel Awards Music Editorial Nominees

Outstanding Achievement in Music Editing – Broadcast Long Form

Daisy Jones and the Six: “Track 8: Looks Like We Made It”

Amazon Prime

Supervising Music Editor: Amber Funk MPSE
Music Editors: Mike Poole, Sharyn Gersh MPSE

Fargo: “The Tiger”

FX

Music Editor: Ben Schor

Loki: “Glorious Purpose”

Disney

Supervising Music Editor: Anele Onyekwere

Music Editors: Nashia Wachsman, Richard Armstrong, Ed Hamilton

The Last of Us: “When You’re Lost in the Darkness”

HBO

Music Editor: Maarten Hofmeijer

The Marvelous Mrs. Maisel: “Susan”

Amazon Prime

Lead Music Editor: Annette Kudrak

Ted Lasso: “Sunflowers”

AppleTV+

Lead Music Editor: Richard David Brown MPSE

Outstanding Achievement in Music Editing – Broadcast Short Form

BEEF: “The Great Fabricator”

Netflix

Music Editors: Jason Tregoe Newman, Bryant J. Fuhrmann, Andrew Ransom

Dave: “Met Gala”

Hulu

Supervising Music Editor: Amber Funk MPSE

Music Editor: James Sullivan

Only Murders in the Building: “Opening Night”

Hulu

Music Editor: Micha Liberman

The Bear: “Fishes”

FX

Music Editors: Jason Lingle, Jeff Lingle

Outstanding Achievement in Music Editing – Documentary

American Symphony

Netflix

Lead Music Editor: Ignacio Bonet

Music Editors: Tristan Baylis MPSE, Tom Paul

Pianoforte**Greenwich Entertainment**

Supervising Music Editor: Michal Fojcik MPSE

Music Editor: Joanna Popowicz

Still: A Michael J. Fox Movie**AppleTV+**

Music Editor: Bill Bernstein

WHAM!**Netflix**

Music Editor: Greg Gettens

Outstanding Achievement in Music Editing – Feature Motion Picture**Barbie****Warner Bros.**

Supervising Music Editor: Suzana Perić

Music Editor: Mick Gormaley

Creed III**Amazon / MGM**

Music Editor: Nicholas Fitzgerald

Maestro**Netflix**

Supervising Music Editor: Jason Ruder

Music Editor: Victoria Ruggiero

Oppenheimer**Universal Pictures**

Supervising Music Editor: Amanda Goodpaster

Music Editors: Felipe Pacheco, Alex Gibson

Spider-Man: Across the Spider-Verse**Sony Pictures**

Supervising Music Editor: Katie Greathouse

Music Editor: Barbara McDermott

Wonka

Warner Bros.

Supervising Music Editor: Katrina Schiller MPSE

Music Editors: Mark Willsher MPSE, Michael Connell, Janet Grab, Alex Ferguson

71st Annual MPSE Golden Reel Awards Game Editorial Nominees

Outstanding Achievement in Sound Editing – Game Dialogue / ADR

Alan Wake 2

Remedy Entertainment

Audio Director: Richard Lapington

Senior Dialogue Designers: Taneli Suoranta, Arthur Tisseront

Call Of Duty: Modern Warfare III

Sledgehammer Games

Audio Director: Matthew Grimm MPSE

Dialogue Director: Scott Cresswell

Dialogue Supervisor: Emilio Lopez-Centellas

Senior Dialogue Editor: Andrew Giardino

Audio Leads: Eric Wedemeyer, Robbie Elias, Cameron Britton

Expert Audio Artists: Jomo Kangethe, Kyle Fraser

Senior Audio Artists: Fernando Labarthe MPSE, Kegan Chau, Travis Didluck, Michael Tornabene, Peter Wayne, Dennis Bestafka

Audio Artists: Tyler Cannan, Liam Underwood

Supervising Sound Editor: David Swenson MPSE

Senior Dialog Lead: Dave Natale

Rebound Supervising Dialogue Editors: Alexandria Kiser, Alvaro Vela

Dialogue Editors: Jeffrey Quinn, Myon Sample, Kerri Shak, Samuel Hoffman, Michal Jaskuła, Daniel Granberg, Aaron Wolff, Alejandro Jaramillo, Sergio Jaskuła, Sebastian Martinez, Rafael Castaño, Andrew Rice, Austin Conway, Colette Dahanne, Gustavo Bruce, Hilary Long, Jacob Kinch, Terrence Vitali, Serge J. Isaac, Stefan Richter, Carlon Assells, Robert Reider MPSE

Cinematics Supervising Sound Editor: Charles Deenen

Cinematics Dialogue Editors: Jessica Arkoff, Kelly Baffoni

Cinematics Sound Editors: Alexander Ephraim MPSE, James Evan, Tim Gedemer MPSE, Nick Martin, James Miller, Josh Moore, Ryan Nowak, Alec Rubay, John Sawa MPSE, Nick Spradlin, Rusell Topal MPSE, Landen Belardes, Matt Severin, Gregory Bonini

Additional Audio Leads: Ian Mika, Dave Rowe MPSE, Stephen Miller, Collin Ayers, Brian Tuey

Additional Senior Audio Artists: John Drelick, Corina Bello, Scott Eckert, James McCawley, Lee Staples, Jasmine Jia, Ryan Garigliano, Shawn Jimmerson, Stuart Provine, Christopher Egert, Brian Bibbo, Chris Staples

Additional Audio Artists: Darrell Tung, Jim Lecroy, Tory Bader, Victor Arias, Sara Runyan, Stephan Vankov, Pierce Cram, Michael Krystek, Mikołaj Ławiński
Rebound Supervising Sound Editors: Mikael Frithiof, Adam Boyd MPSE
External Audio Artists: Sunglae Park, Shawn Maldonado, William Wise, Tommy Seriloglou, Daniel P. Francis MPSE, Garrett Montgomery MPSE, Bryan O. Watkins
Audio Programmer: Don Veca

Marvel's Spider-Man 2

Insomniac Games

Dialogue Director: Keith Asack
Senior Dialogue Designer: Jaime Marcelo, Alyssa Galindo
Dialogue Designers: Daniel Davila, Evan Hodick, Matthew Strasser, Michelangelo Muscariello, Mitchell Kenney, Tyler Held MPSE, Emma Burlingame, Rory Given, Andrew Rahimi
Dialogue Editors: Glen Gathard, Luke Duffin, Dionne Wong, Eugene Tong Haw Cheng, Huberth Varela, Harry Watchman, Robert Kubicki, Vyvyan Napoletani
Supervising Dialogue Designers: Ryan Schaad, Benjamin Gendron-Smith
Audio Managers: Patrick Michalak
Senior Manager, Dialogue: Leilani Ramirez MPSE
Director, Audio Management: Karen Read
Senior Director of Sound: Phillip Kovats MPSE

Star Wars Jedi: Survivor

Respawn Entertainment

Audio Director: Nick von Kaenel
Dialogue Lead: Harrison Deutsch
Dialogue Supervisor: Eric Marks MPSE, Emma Emrich
Senior Dialogue Editor: Nick Friedemann
Dialogue Editors: Austin Chase MPSE, Christopher Garcia, Paul Fonarev, Daniel Khim, Rob Marshall MPSE, Jeff Miley, Eric Schwartz, Ryan Vaughan, Carlon Jesse Assells, Daniel P. Francis MPSE, James Yamagami Scullion, Tommy Sarioglou, Alexandria Kiser, Peter Mack
Associate Dialogue Editor: Collin Gregory Peck
Lead Narrative Technical Designer: David Midgley
Lead Dialogue Designer: Todd Piperi

Outstanding Achievement in Music Editing – Game Music

Alan Wake 2

Remedy Entertainment

Audio Director: Richard Lapington
Senior Sound Designer: Koca Kastavarac
Music Editor: Kilian Oser
Senior Sound Designer: Dobrivoje Milijanovic

Diablo IV

Blizzard Entertainment

Audio Director: Kris Giampa

Music Director: Derek Duke

Scoring Editor: John Kurlander

Marvel's Spider-Man 2

Insomniac Games

Supervising Music Editor: Rob Goodson

Music Editors: Scott Bergstrom, Ted Kocher, Tao-Ping Chen, Nicholas Mastroianni, Monty Mudd, Andrew Buresh, Sonia Coronado, Paul Thomason, Julie McLaughlin, Yuen Man Chung Kelvin, Matthew Kelly, Seira McCarthy, Sam McCormick, Cherron Arens

Star Wars Jedi: Survivor

Respawn Entertainment

Audio Director: Nick von Kaenel

Music Director: Nick Lavers

Music Implementers: Colin Andrew Grant MPSE, Andrew Karboski

Outstanding Achievement in Sound Editing – Game Effects / Foley

Alan Wake 2

Remedy Entertainment

Audio Director: Richard Lapington

Principal Audio Designer: Tazio Schiesari

Senior Audio Designers: Gulli Gunnarsson, Thomas Holmes

Senior Technical Audio Designer: Joshua Adam Bell

Call Of Duty: Modern Warfare III

Sledgehammer Games

Audio Director: Matthew Grimm MPSE

Audio Leads: Eric Wedemeyer, Robbie Elias, Cameron Britton

Expert Audio Artists: Jomo Kangethe, Kyle Fraser

Senior Audio Artists: Fernando Labarthe MPSE, Kegan Chau, Travis Didluck, Michael Tornabene, Peter Wayne, Dennis Bestafka

Audio Artists: Tyler Cannan, Liam Underwood

Supervising Sound Editor: David Swenson MPSE

Cinematics Supervising Sound Editor: Charles Deenen

Cinematics Sound Editors: Alexander Ephraim MPSE, James Evan, Tim Gedemer MPSE, Nick Martin, James Miller, Josh Moore, Ryan Nowak, Alec Rubay, John Sawa MPSE, Nick Spradlin, Rusell Topal MPSE, Landen Belardes, Matt Severin, Gregory Bonini, Kelly Baffoni

Additional Audio Leads: Ian Mika, Dave Rowe MPSE, Stephen Miller, Collin Ayers, Brian Tuey

Additional Senior Audio Artists: John Drelick, Corina Bello, Scott Eckert, James McCawley, Lee Staples, Jasmine Jia, Ryan Garigliano, Shawn Jimmerson, Stuart Provine, Christopher Egert, Brian Bibbo, Chris Staples

Additional Audio Artists: Darrell Tung, Jim Lecroy, Tory Bader, Victor Arias, Sara Runyan, Stephan Vankov, Pierce Cram, Michael Krystek, Mikołaj Ławiński

Rebound Supervising Sound Editors: Mikael Frithiof, Adam Boyd MPSE

External Audio Artists: Sunglae Park, Shawn Maldonado, William Wise, Tommy Serigioglou, Daniel P. Francis MPSE, Garrett Montgomery MPSE, Bryan O. Watkins

Supervising Foley Artist: Gary Hecker MPSE

Foley Editor: Jeff Gross

Foley Artists: Michael Broomberg, Michael Horton

Dialogue Director: Scott Cresswell

Dialogue Supervisor: Emilio Lopez-Centellas

Senior Dialogue Editor: Andrew Giardino

Audio Programmer: Don Veca

Marvel's Spider-Man 2

Insomniac Games

Senior Audio Directors: Paul Mudra, Jerry Berlongieri, Dwight Okahara

Senior Technical Sound Designer: Ben Pantelis

Technical Sound Designers: Sebastian Ruiz, Nick Jackson, Enoch Choi, Cameron Sonju, Gavin Booth

Lead Sound Designer: Blake Johnson

Senior Sound Designers: Eddie Pacheco MPSE, Tyler Cornett, Johannes Hammers MPSE, Zack Bogucki, Alex Previty, Matt Ryan, Juliet Rascon, Andres Herrera, Robert Castro MPSE, Jeff Darby, Beau Anthony Jimenez MPSE, Derrick Espino, Jon Rook, Aaron Sanchez

Sound Designers: Tyler Hoffman, Daniele Carli, Bob Kellough MPSE, Bryan Jerden, Eilam Hoffman, Graham Donnelly MPSE, Jason W. Jennings MPSE, Matt Hall, Michael Leaning, Michael Schapiro, Randy Torres, Richard Gould, Stephano Sanchinelli, Tim Walston MPSE, Tobias Poppe, Tom Jaine MPSE, Jeremy Neroes, Adam Sanchez, Brendan Wolf, Roy Lancaster, Rodrigo Robinet, Daniel Barboza, Charlie Ritter, David Goll, Chris Kokkinos MPSE, TJ Schauer, Ryan See, Alexis Tran, Brooke Yap

Foley Editors: Blake Collins, Annie Taylor, Austin Creek

Foley Artist: Joanna Fang MPSE

Supervising Sound Editors: Ben Minto MPSE, Chris Sweetman MPSE, Csaba Wagner MPSE, Samuel Justice, Gary Miranda

Supervising Sound Designers: Emile Mika, Herschell Bailey

Director, Audio Management: Karen Read

Audio Managers: Daniel Birczynski, Jesse James Allen

Director of Sound Design: Jeremie Voillot MPSE

Senior Director of Sound: Phillip Kovats MPSE

Star Wars Jedi: Survivor

Respawn Entertainment

Audio Director: Nick von Kaenel

Audio Leads: Nathaniel Daw, Nicholas Raynor

Senior Sound Designers: Alex Barnhart, Oscar Coen, Kevin Notar, Sian Harris, Douglas Waters, Steve Cowell

Senior Cinematic Sound Designer: Tom Jaine MPSE

Sound Designers: Ashton Faydenko, Tom Volpe, Mariana Botero Rico, Eric Notar, Jack Sandall, Will Dunn, Tomas Bancroft, Priscilla Achampong, Earl J. Scioneaux III MPSE, Owen Packer, Chris Walasek

Associate Sound Designer: Kartika Dewi Luky

Senior Cinematic Sound Designer: Tom Jaine MPSE

Sound Implementer: Tori Ano

Technical Sound Designers: Braeger Moore, Gaetan Lourmiere

Cinematic Supervising Sound Editors: Csaba Wagner MPSE, Samuel Justice

Cinematic Sound Designers: Jason W. Jennings MPSE, Graham Donnelly MPSE, Bryan Jerden, Tobias Poppe, Michael Shapiro, Eilam Hoffman

Cinematic Sound Editors: Alexis Tran, Stephano Sanchinelli

Foley Artists: Alyson Dee Moore MPSE, Christopher Moriana, Ginger Geary, Doug Madick

Foley Editor: Caron Weidner, Tommy Sarioglou

Audio Programmer: Ryan Redetzke, Chris Hopkins

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

Buyers Beware

Savannah College of Art & Design

Supervising Sound Editor: Matt Lemberger

Canary

Chapman University

Supervising Sound Editor: Mengchen Sun

Dive

National Film & Television School

Supervising Sound Editor: Simon Panayi

From The Top

National Film & Television School

Supervising Sound Editor: Etienne Kompis

Gossip

National Film & Television School

Supervising Sound Editor: Itzel Gonzalez Estrada

Heimen

Amsterdam University of the Arts

Supervising Sound Editor: Eran Brinkman

Sound Effects Editor: Sam Titshof

The Tornado Outside

National Film & Television School

Supervising Sound Editor: Marios Themistokleous

Tree of Many Faces

National Film & Television School

Supervising Sound Editor: Siim Skepast

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.

mpse.org

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