

Mark A. Benincosa II
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Current Position

Teaching Associate Professor at West Virginia University College of Creative Arts in Music Technology, Music Production, and Popular Music

Recent Works/Publications

- 2024 Music mastering and editing for the film, [Jean Cocteau](#) by Fischio Films
- 2023 Composer, performer, producer and engineer for [Black Hole Zion, Meditations, Vol. 2](#)
- 2023 Producer/Engineer for Matthew Heap's release, [Dillinger: An American Oratorio, on Parma/Navona Records](#)
- 2022 Producer/Engineer for Erin Ellis' release, [11 Capricci, on Albany Records](#)
- 2022 Music Composer/Engineer for Radhica Gnopathy's production of, *Skriker*, performed at West Virginia University
- 2021 Director of Photography, Audio Lead, and Co-Producer for the documentary film, [Munz: A Pianist's Story](#)
- 2018 Producer/Engineer for Grammy Nominated release, [Mademoiselle: Premiere Audience , on Delos Records](#)
- 2018 Composer, performer, producer, and engineer for the Black Hole Zion track, [8-Bit Rage](#) , featured on the video game, *Mutant Football League: Dynasty Edition*
- 2017 Composer/Engineer/Sound Effects Supervisor for Kermdinger Studio release, [Stunt Runner](#)
- 2016 Producer/Engineer for Mikylah McTeer and Francesca Arnone release, [React: Music for Flute, Violin, and Interactive Computer, on Ravello Records](#)
- 2015 Composer/Engineer for Adam's Film's short film, [Mandalore The Uniter](#)

Education

- 2012 Master of Science Integrated Marketing Communications, with emphasis on Creative Strategy and Media Creation, Graduated with a GPA of 4.0, West Virginia University, Morgantown.
- 2010 Avid Certified Pro Tools Operator and Instructor for Music Production and Game Audio, University of Southern California, Los Angeles.
- 2001 B.S., Graduated Cum Laude, Fairmont State University, Fairmont, WV.

Software and Skills

Certified Pro Tools Operator and Instructor: Music Production and Game Audio
Pro Tools and Pro Tools HD/HDX versions 5 and above

Python, HTML, and CSS

Music composition and production utilizing a combination of real and virtual instruments in a variety of styles

Musician with proficiencies in vocal, guitar, electric bass, piano/keyboard, drum and synthesizer programming

Creating and integrating audio assets for use in the Unity Game Engine

Audio engineering, microphone theory and placement, analog and digital mixers/signal flow, and post-production: music, dialog, and sound effects in stereo, 5.1, 7.1 and other surround configurations

Proficient with a multitude of other digital audio workstations, audio editors, and media software such as Adobe Audition, Premiere Pro, Photoshop, After Effects, Logic Pro, Reaper, and Harrison Mixbus

Courses Taught and/or Developed

Music 236: Introduction to Recording Technology
Music 336: Introduction to Digital Audio Workstations
Music 337: Digital Audio Workstation Alternatives
Music 338: Sound for Video Games and Visual Media
Music 436: Advanced Digital Audio Workstation Techniques
Music 437: Practicum in Recording Technology
Music 495*: Independent Study (variety of topics in music/audio)
Developed new curriculum and a program for a BM in Commercial Music and Technology at West Virginia University

Honors and Awards

- 2018 Grammy nomination for the album, *Mademoiselle: Premiere Audience – Unknown Music of Nadia Boulanger* for the 60th Annual Grammy Awards (credited as engineer and co-producer)
- 2012 Accepted as a voting member of the Recording Academy of Arts and Sciences
- 2012 Submitted for consideration as a Grammy Nominee by Delos Records for the Recording Academy of Arts and Sciences 55th Annual Grammy Awards
- 2009 Honored as West Virginia University College of Creative Arts Employee of the Year