

ELIANA ZEBRO: DIALOGUE EDITOR

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Experienced audio professional with 11+ years of experience in video games, films, podcasts, and multimedia. Proven skills in all production and post-production audio essentials, including dialogue editing, sound design, and multichannel mixing. Advanced skills in Pro Tools and iZotope plugins. Achievements include Dialogue Editor on Street Fighter 6, winner of Best Fighting Game at The Game Awards 2023.

PROJECTS

Persona 3 Reload (AAA)
Dialogue Editor
PC, PS5, PS4, Xbox, Nintendo Switch 2
Atlus - 2024 & 2025

Maple Story (AAA)
Dialogue Editor
PC
Nexon - 2024

Skullgirls 2nd Encore
Dialogue Editor
PC, Mobile, PS5, Xbox Series X/S
Future Club - 2024

Granblue Fantasy: Relink (AAA)
Dialogue Editor
PC, PS5, PS4
Cygames - 2024

Street Fighter 6 (AAA)
Dialogue Editor
PC, PS5, PS4, Nintendo Switch 2
Capcom - 2023

Monster Hunter Rise: Sunbreak (AAA)
Dialogue Editor
PC, PS5, Xbox Series X/S
Capcom - 2023

Like a Dragon Gaiden (AAA)
Dialogue Editor
PC, PS5, PS4, Xbox Series X/S, Xbox One
Ryu Ga Gotoku Studio - 2023

NieR: Re[in]carnation (AAA)
Dialogue Editor
Mobile
Appibot - 2023

Ballads at Midnight
Audio Director
PC
Synstoria - 2022

Tales of Grumville
Voice & Casting Director
PC
Mushroomallow - 2022

Taking the Stage
Re-recording Mixer, Dialogue Editor
Comedy Special Series
Comedy Central - 2020

The Traveler Comes Home
Re-recording Mixer, Dialogue Editor
Documentary Short Film
The North Face - 2020

EXPERIENCE

2018 - Present

Audio Production Specialist | Various Multimedia Companies | In-House & Remote

- Recruited & led teams of 5-15 members in music & audio direction for 5+ multimedia productions
- Created the performance standards for 10+ projects through excellent voice & casting direction.

2020

Re-recording Mixer (Freelance) | Comedy Central | New York, NY & Remote

- Mixed all audio for 12 released online video productions.
- Improved audio quality with iZotope RX, and ensured comedian's audio blended with a live audience.
- Pivoted to a remote setup during Covid lockdown, keeping audio standards while working from home.

2022 - 2024

Dialogue Editor | PCB Productions | Remote

- Edited post production audio for 100,000+ individual dialogue lines
- Ensured timely release for 15+ AAA game titles.
- Supervised 5 dialogue editor interviews, mentoring the new hire on best audio editing practices.
- Created documentation of my dialogue editing process to be used by new hires, standardizing production processes by making production more streamlined, efficient, and of high sound quality.

EDUCATION

Moravian University

Bachelor of Music in Music Composition, Minor in Audio Recording