

Sound/Audio engineering is a part of audio science dealing with the recording and reproduction of sound through mechanical and electronic means. The field draws on many disciplines, including electrical engineering, acoustics, psychoacoustics, and music. Unlike acoustical engineering, audio engineering generally does not deal with noise control or acoustical design. However, an audio engineer is often closer to the creative and technical aspects of audio rather than formal engineering.

Without live sound engineers, concerts wouldn't sound the way you or the performers would hope. Salaries for this position vary by experience and work setting.

The average salary of a sound engineer technician was \$56,110 a year, reports the Bureau of Labor Statistics. Half of all sound engineer earned less than \$46,750 a year in the previous year.

A survey conducted by the Berklee College of Music found that salaries vary by role. Sound engineers new to the business will likely serve as monitor engineers, who set up and break down the audio system. During sound checks, these techs are also responsible for adjusting the monitor-mixing console, which isolates the signal for each band member. Salaries start out at \$35,000 a year. With more experience, you can expect to earn \$60,000 a year. Front-of-house engineers, who oversee the whole operation, start out at \$60,000 and can earn more than \$120,000 a year with experience.

Many live sound engineers don't just stick to "mixing" music for concerts. They also can be found working in the video game, recording or motion picture industries. For motion pictures, salaries start out at about \$40,000 a year, reports Berklee College of Music. Video game sound mixers start out at about \$35,000 a year, while those in the recording industry start out at \$25,000 a year. An assistant engineer earns even less, averaging \$18,000 to \$25,000 at recording studios and \$18,000 to \$28,000 in video games.

We suggest you do the under graduation in Electronic Engineering and then pursue a Masters in Sound Engineering or Audio Engineering. The reason why we suggest you pursue Sound engineering or Audio Engineering at your Masters level is because it is a specialization.

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