

PROFILE

A talented and passionate Audio Engineer with experience in many areas across the industry. Always looking for opportunities to better myself within the media production industry. Specifically skilled in recording & mixing, design and editing. Also possess a degree of on-set experience.

INDUSTRY EXPERIENCE

October 2018 - present – *Sound Assistant – Fonic Post, Hackney, London*

Responsible for:

- Handling incoming media and prepping/tracklaying ProTools sessions.
- Editing all dialogue, foley and voiceover audio as well as music and various other recorded sound effects.
- Designing sound FX for animated shows.
- Quality checking, laying back and exporting finished mix sessions before delivering files to clients.
- Ensuring all data is backed-up regularly.
- Liaising with production co-ordinator to arrange bookings and organise resources.

Sound Assistant credits:

Peppa Pig / Series 6 / *episode 27 onwards*

Thomas & Friends / Series 24 / *all episodes*

Hey Duggee / Series 3 / *all episodes*

Little Princess / Series 4 / *episode 13 onwards*

Olobob Top / Series 2 / *all episodes*

Dave Spud / Series 1 / *all episodes*

They Hunt / animated short film (2018)

Rose Plays Julie / full-length feature film (2019)

March 2018 - September 2018 - *Head Runner / Shift Supervisor – Evolutions, Soho, London*

- Responsible for the daily organisation and delegation of the runner team duties as well as providing a link between clients, Operations and the Client Services team.

January 2018 - March 2018 - *Runner – Evolutions, Soho, London*

- Provided dedicated client service and additional assistance to all other departments to ensure the smooth day-to-day running of the post production facility.

2017 and previous

Post-production Sound Engineer - Home Studio

- Designed convincing and immersive mixes and soundscapes for various short films throughout the year.

Live Sound Engineer - Tunnels & Drummonds, Aberdeen

- Managed load-ins, set up and the running of shows for a variety of acts including major touring bands, local artists and open mic nights.

Venue Technician - Gilded Balloon, Edinburgh

- Worked as part of the technicians' team during the 2017 Edinburgh Fringe Festival. Operated front-of-house sound and lighting for upwards of seven shows per day throughout the four-week festival. Also facilitated the load in, rigging and configuring of a number of venue spaces pre-festival.

Boom Operator / Sound Assistant - New Thirty Pictures, London

- Supported the Sound Mixer and carried out all of the booming work on a three-week shoot in Suffolk for the feature film 'Widow's Walk' by Alexandra Boyd.

Audio Algorithm Designer - Home Studio

- Designed and programmed a soft clipping distortion plug-in using C++.

Audio Engineer - MB Productions, Aberdeen

- Assisted in the production of an offshore health and safety, informative and instructional film for Vroon Offshore. Carried out on-location audio recordings before editing and producing a final sound track to the film.

EDUCATION

September 2014 – August 2016 | *BSc (Hons) 2:2, Audio Technology with Multimedia - Glasgow Caledonian University*

- Completed an Honours project that involved researching and testing the effects of audio on human attention. Carried this out by using musical and algorithmically selected audio samples to prove that audio can positively stimulate awareness and reaction time whilst driving, therefore ensuring safer travel.

September 2011 – June 2013 | *HND Sound Production Aberdeen College*

- Completed a Graded Unit project that involved theoretically starting up a recording studio business. Project is detailed in thesis form from research stage to opening of business.

2005 - 2011 | Mackie Academy, Stonehaven

- Advanced Higher (Music), Highers (Physics, Maths, Graphic Communication & English), 8 Standard Grades at Credit & General Level