

Sound Designer, audio enthusiast and keen field recordist based in Bristol, with a deep passion for creating engaging audio for video games and other exciting projects. I have worked as a Sound Designer for various projects and particularly enjoyed collaborating with a team on an indie FPS Horror. Currently seeking opportunities to join a fantastic team and to further develop my knowledge.

Experience

Project Void

Sound Design and Composing

- Horror based team FPS
- Designing, mixing and implementing audio assets for all areas of the game
- Created music for the main menu and other stings throughout gameplay
- Regular meetings, discussions and playtests to review team progress and new ideas, audio and non-audio related.
- Managed source control via Perforce software

Fallout: The Frontier

Voice processing

- Cutting and processing recordings received after VA sessions
- Cleaning and noise reduction undertaken with RX8
- Exporting consistent quality audio to specifications set out by the VA Director
- Ensured all exports were correctly formatted and named

Podcasts

Various

- SuperPirates Podcast - Sound Design and Mixing
- Local Environmental Project - Mixing

Live Sound Experience

Various roles

- Farmfest 2016 / present – Stage Manager
- Bath Carnival 2016 / present - Stage Manager
- Shindig Festival 2022 - Stage Manager
- Glastonbury, Boomtown, Valley Fest Various years - Audio Engineer

Software Expertise



Pro Tools



Reaper



Ableton



Izotope RX



Unreal



Perforce



Wwise

Education and skills

Bath Spa University

Writhlington School

Programming

Video Editing

RQF Level 2 Leadership

- Creative Music Technology (CertHe)
- Music Technology (A Level Distinction*)
- Basic Python
- Final Cut Pro