

<https://www.imdb.com/name/nm9590732/>

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Malleable, receptive and well organised sound editor with credits in linear and non linear media. Experience in feature films, TV drama, video game audio design and premium app audio content. With this variety of experience, I've amassed similar levels of dialogue and effects work across these forms of media, so could turn my hand to either. Despite this, I have a preference towards pursuing effects editing and sound design if possible. I thoroughly enjoy collaboration and have initiative to work independently.

### **Film/TV Credits**

Crescent City - Black Edge Sound Studio - 2024	- ADR Editor (Feature Film)
Beyond Paradise - Red Planet Pictures - 2024	- Sound Effects Editor - One Episode
Cecil - Arrow Media - 2024	- Sound Effects Editor (Feature Film)
Chemistry of Death - Cuba Pictures - 2023	- Sound Effects Editor - One episode
Cold Feet - Big Talk Productions - 2020	- Sound Effects Editor - Six Episodes
Truth Seekers - Sony Picture Television, Stolen Picture - 2020	- Foley Editor - Three episodes
Soulmates - Fearless Minds - 2020	- Foley Editor - Two episodes
We Hunt Together - BBC Studios - 2020	- Foley Editor - Two episodes
The A Word - Keshet UK, Fifty Fathoms Productions - 2020	- Foley Editor - One episode

### **Employment History**

#### **October 2019 - September 2020. Sound Editor at Molinare (Hackenbacker).**

I mainly worked in TV drama while at Hackenbacker (Molinare), designing and track laying sound effects and atmospheres, along with editing foley for a variety of productions. I demonstrated that I had the skills to begin as an editor with them straight away, rather than work as a runner for a few years. Within a few weeks of starting, I was working on one of the companies flagship TV dramas, Cold Feet. I worked with mixers to shape scenes and sequences and also directors to find specific sonic identities for their work. It was a rather fast paced working environment, so I learned to prioritise and maintain momentum in editing passes in order to work efficiently under pressure.

#### **October 2021 - August 2022. Dialogue and Sound Editor at Calm.**

Working primarily in sleep story content, my role consisted of assembling recorded sessions, deep dialogue cleaning, incorporating sound effects and ambiences, then mixing and mastering the piece to meet broadcast standards. I would also work as a studio technician for recording sessions; acting as a glue between the in-house engineer, the creative producer (usually calling in remotely from the US) and the talent, to ensure the recordings meet the desired quality and technical standards heading in to post.

#### **January 2018 - present. Sound Editor/Designer - Self-employed.**

I started in short films before joining Molinare (Hackenbacker), and afterwards worked on 'Last Stop' for developer 'Variable State'. Following this, I joined Calm as a contractor for about 5-6 months, before becoming full time with them. Since returning freelance, I've worked for video game dialogue production companies, along with working on TV dramas and my first feature fiction and documentary films.

### **Software/Hardware Experience**

Pro Tools HD - Waves - Izotope RX Audio Editor - Fabfilter - Ediloop - Edicue - Altiverb - Nugen - Soundminer - Soundly - Sound Radix - Absentia DX - FMOD Studio - Perforce - Source Connect - Aspera - Google Drive - Dropbox - Asana - Lattice - Microsoft Office - Wix - Weebly.

Avid Euphonix System 5 Fusion Mixing Console - Avid Digidesign C|24 Control Surface - Avid Artist Control V2 4-Fader Control Surface - Sound Devices 664 - Sound Devices 744

### **Education**

January 2017 - February 2019. MA Sound Design for Film and Television (BAFTA Scholar)  
National Film and Television School - Beaconsfield, Buckinghamshire, UK.

September 2013 - July 2016. BA (Hons): Film Studies (1st Class)  
Liverpool John Moores University - Liverpool, Merseyside, UK.

## **References**

Stuart McCowan - Dialogue and Sound Effects Editor (previously Senior Manager, Post Production at Calm) - [stuartmccowan@mac.com](mailto:stuartmccowan@mac.com)

George Foulgham - Re-recording Mixer - [george@gfsoundscapes.com](mailto:george@gfsoundscapes.com)

Alex Gibson - Sound Effects Editor - [alexgibsound@gmail.com](mailto:alexgibsound@gmail.com)

Nigel Heath - Re-recording Mixer (Founder of Hackenbacker - Molinare) - [nigelheath@protonmail.com](mailto:nigelheath@protonmail.com)