

Findlay Langton

Sound Designer / Sound Effects Editor

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Industry Experience

Audio Freelancer

May 2023 – Present

- August – September 2024 worked as a subcontractor for POD Creative, creating sound designs for whisky company Gordon & MacPhail's Instagram advertisement campaign "Recollection 3". This involved creating the location ambiances, mixing music and creating the final mix for 6 historic distilleries that no longer exist.
- In May – June 2023 I also worked on the "Recollection 2" campaign where I created the sound design for 3 distilleries.

Education

Edinburgh Napier University

September 2023 – June 2025

Bachelor of Science in Sound Design

- Created a 5-minute sound design reel – focused on designing a Robot, Vehicle, Weapons, UI and ambience by manipulating recordings from libraries and creating original material with the use of Ableton Live 11.
- Created an interactive game in Unity showcasing outdoor environments shown in 3D video, Location ambience was recorded in ambisonic using a Zoom H3-VR and was implemented along with spot audio which could be triggered upon the user's focal point.
- Developed a concept sonic tool to aid runners to keep to a target pace, which updated the user of dangers, weather changes and heartrate.
- Developed a concept horror game that plays jump scare audio when a player finds specific clues to the story. Not all clues need to be found, making it a different experience for each player.
- Major contributor in creating a Foley Sound Library for a PHD student to aid in machine learning research, developing new foley recordings. 5000 total files were all noise reduced with iZotope RX 10, with imbed meta data and accompanying excel sheets with prop and action detail.

Fife College

August 2021 – June 2023

Higher National Diploma – Grade A

- Emulated Joy Division producer Martin Hannett's production style by recording a cover of "Love Will Tear Us Apart", making microphone choices and upon mixing, made each instrument have its own sonic space.
- Collaborated with acting students to record ADR and foley for a 5-minute film clip. This required importing AAF files, mixing music stems, dialogue, sound effects, foley and giving performance feedback.
- Recorded solo vocalists and an orchestra at the Laidlaw Music Centre for St Andrews University. This involved setting up Schoeps Colette microphones for vocalists with spaced pair for accompanying piano. The orchestra was recorded using DPA microphones in a Decca Tree which I later mixed in 5.1 surround.
- Experimented with different stereo and spatial mic techniques such as: ORTF, Mid Side, AB Spaced Pair, XY and Decca Tree, Hamasaki Square to recognise differences in the recordings.
- Created a sound design to animated video, mixing music, dialogue and sound effects
- Mixed a Hip-Hop track for a client, making changes based on feedback using EQ, Compression and other effects.
- Experienced mixing on Solid State Logic XL and Avid D – Control mixing desks in stereo and 5.1.
- Gained a basic knowledge of acoustics.

Software Proficiency

- Pro Tools on Mac and Windows, Ableton Live 11, Unity, iZotope RX 10 and Sound Q (sound library tool).