

Key Bolus

Audio Mixing / Design / Production



Profile

I have over 20 years industry experience in audio mixing & recorded sound, with a passion for advanced production techniques & sound design. I have worked extensively with live event production companies requiring excellent personal & professional skills & the ability to work under pressure as part of a team or individually at times.

As a freelance engineer, I am committed to professional development continually striving to improve my skills by study, experimentation, learning from others and sharing experiences. I routinely keep myself up to date with advancing technology and professional practice.

To compliment my experience, I completed a Diploma in Audio Engineering Techniques & Technology at SSR Manchester, with a focus on advanced studio techniques, achieving a distinction. (certificates available on request)

I am an avid fan of cinematic soundscapes and the use of audio to create feelings and influence a scene. Among my favourites are games like F.E.A.R and DOOM along with film scores like The Revenant, Gladiator & Alien.

I am currently looking for opportunities in all aspects of sound design, including gaming, music & film. I can offer you proven skills in audio production, as well as commitment, energy and a real enthusiasm for professional quality sound.

Key Skills

I am an accomplished ProTools operator with a home studio for remote work. I love to utilise complex signal flow in order to achieve unique sounds and textures in my work.

I have undertaken online learning of Wwise to further understand some of the technology behind the audio we hear in modern gaming and the implementation into the whole team workflow.

I have an excellent working knowledge of both analog and digital signal flow and have a thorough understanding of gain structure, eq, dynamics and appropriate output format & level.

I am confident in ADR, Foley and Sync processes and routinely use side-chain processing to maintain clear dialogue while other sounds and effects are in full flow.

I apply general studio maintenance and safe working practice to all my sessions.

Portfolio Example

Astra Zeneca - OLS Congress 2021 - Opening Video Sound Design

I was commissioned to design a soundtrack to this congress video. The brief suggested a futuristic feel of being transported into the meeting with plenty of energy and drive

Roundabout - A Stock Films/Adam Harridence Short

I took the joint role of dubbing mixer & composer on this short film by Adam Harridence. Filmed mainly from the passenger seat view of one extraordinary night in a London cab drivers life, when his world is turned upside down, courtesy of a completely random passenger. Both a playful and emotional sound design was essential in this short.

Left 4 Dead Trailer (Just 4 the love of it!)

An optional project while at SSR Manchester, I kept the files & redesigned the entire game trailer for my showreel. I always felt the music, FX and feel wasn't 'in your face' enough on the original trailer and wanted to breathe new life into it. Original is available on YouTube for comparison.



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