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# ELLIOT BULLEY – Audio Producer & Sound Designer CV

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Web Portfolio: [www.chaoscreative.co.uk](http://www.chaoscreative.co.uk)

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## PROFILE

Inspired by creating immersive and aesthetically pleasing sonic experiences for wide range of creative projects. A multifaceted professional with over 14 years of demonstrated and exceptional experience creating top-notch sound design and music for multi-channel linear and interactive non-linear audio applications spanning games, apps, film, animation, artist and contemporary art installations.

- Sound design skills covering advance sound synthesis (granular, additive, subtractive), sampling and audio processing with a wide range of digital software plugins and professional analogue hardware tools.
- Skilled field, studio, Foley and ADR/dialogue recording engineer for a wide range of applications and multichannel outputs including film, animation and game.
- Experienced Nuendo, Protools, Logic, Reason, Ableton, MaxMSP Adobe Creative Cloud user
- Middleware and coding understanding with continuing professional development towards creating AAA standard sound design and interactive audio. Includes: Wwise, FMod, Unity, UE4 MaxMSP, iOS Xcode. Intend to take Wwise-101 Certification Exam.
- **Extras:** Full driving licence, CBT, First Aid Qualified, Qualified Personal Trainer (2010-18).

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## SERVICES & SKILLS

**Professional Services:** Sound Design, Multi-channel & Surround- Sound Recording & Dubbing, Studio & Field/Location Sound Recording, Audio Programming, Music Production, Scoring & Arranging (up to full orchestral score), Track-lays, Editing, Mixing, Recording, ADR, Sound Design.

**Expert Technical Skills:** Pro Tools, Logic, Ableton, Reason, Nuendo, Max MSP, FMod, wWise, Adobe Creative Cloud Suite, Sibelius.

**Other Skills:** Web-design, coding and programming,

**Owned Tools:** Home production and mix studio (up to 5.1 mix output), hardware and software plugins. location recording equipment. Macs, PC, project studio work surfaces.

**Instruments:** Piano (ABRSM grade 7 & Theory), Bass, Guitar & Drums

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## EDUCATION

### University of Westminster

2013-2014 - MA Audio Production (Merit)

- Music Production & Cultural Theory. (**Recording, Multi-channel Surround Sound Dubbing & Remix**)
- Audio Visual Production & Cultural Theory. (**Foley, Field, Studio Recording, Multi-channel Post Production**)
- Programming & Sound Design for Animation. (**Advanced Synthesis & Sound Design**)
- Applied Innovation & Interactive Design. (**Creative App/Game/Interactive Projects**)
- Entrepreneurship & Project Management for Creative Industries. (**Project management**).
- Elected Masters Student Representative for 2013-14

### Kingston University

2004-2007 - BMus Creative Music Technologies

- Recording Techniques, Digital Interactive Audio, Surround Sound Diffusion, Contemporary Sound Design, Computer Aided Composition

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## PROFESSIONAL EXPERIENCE & RELEVANT PROJECTS

### Freelance Projects, Clients & Job Specification

(2014-present)

#### A Selection of projects:

- Film / Contemporary: Mother Tongues (**Location Sound, Post Production, Sound & Vid Editing**)
- Film: The Jokes On You (**Location Sound, ADR, Recording Engineer**)
- Film: What Would You Do – Short film (**Full sound design and ADR**)

- Film / Music video: Loom Hate – The Vinyl Factory (**Sound Design, Location Sound, ADR, Post Production**)
- Animation: Bus Stop (**Full sound design, sampling & granular synthesis**)

#### Further Projects

- The Fatherhood, Radio Drama (**Actor dialogue recording, Sound design, Foley**)
- Kensington Symphony Orchestra, London (**Live recording engineer**)
- Angel Shed Theatre, London (**Theatre production, mix engineer & field recording**)
- Girls Talk Podcast, London (**Sonic branding / dialogue / music production / editing**)
- Biscuits (Short film) (**Location sound, music production**)
- **View more on my web portfolio [www.chaoscreative.co.uk](http://www.chaoscreative.co.uk) (Self-coded & designed website)**

#### Westminster University – Guest Lecturer

(2015)

- Lecturer of sound design programming for interactive live arts & game.
- Developed an online help desk resource to assist students with their project queries beyond lecture time.
- **Hardware & Software:** Pro Tools, Max MSP, Ableton, Human Interface Devices, Middleware.

#### On Broadcast Communications Ltd - Producer & Radio Broadcast Engineer

(2014-2016)

- Delivering high quality dialogue audio to nationwide radio broadcast stations via ISDN and transfers to clients.
- Excellent client & concierge care for visiting guests and radio producers nationwide.
- Fully oriented into the On Broadcast's processes and operating smoothly in under an hour's induction.
- Successfully co-ordinate operations with proper execution of all production to maximise nationwide reach and conform to broadcasting standards.
- Collaborate with radio producers, presenters, directors, reporters and editors on all engineering for live and pre-recorded broadcasts.
- **Hardware & Software:** Pro Tools / Digidesign Control 24

#### Abbey Road - Job Shadowing

(2009)

- Job shadowed 5.1 mix for critically acclaimed AAA PS3 Title Heavy Rain - Penthouse Studio.
- Job shadowing recording engineer Jonathan Allen.
- Observed recording, tracking & mixed of string ensemble for never shout never - Studio 1.
- Unique opportunity derived from working at The Royal Opera House.
- **Hardware & Software:** Pro Tools.

#### The Royal Opera House - Sound & Broadcast Engineer

(2009 - 2010)

- Shadowing senior engineers and senior recording engineers record and mix productions for multichannel Audio, 5.1 surround sound for live big screen cinema broadcast.
- Responsible for delivering microphone setups and strip down for recording orchestra, backstage and onstage musicians.
- Live mix control for rehearsals (Studer Vista) Audio editing of sound clips (Pro Tools)
- Mentee to senior staff observing all recording and mix techniques for delivering a myriad of high quality audio output in a range of formats including Dolby Digital Surround.
- **Hardware & Software:** Pro Tools / Logic / Studer Vista 5 / Pyramix / Apple OSX / Microsoft.

#### Woodbridge High School - Music Technology Technician

(2004-2009)

- Studio design, installation and setup
- Music technology production instructor, teaching logic,
- All production duties including audio editing, scoring, recording, mixing.
- Inventory and repairs
- Performance management mentor for students.
- Strategic planning and management of resources for the development of Music Technology
- Studio Installation and setup
- **Hardware & Software:** Logic / Mackie / Apple OSX

#### Mind Loop UK Studios - Studio Assistant (2004)

- Studio Installation and setup
- Job shadowing: observing recording, producing and mastering techniques
- Preparing music production resources for clients.
- Hardware & Software: Logic

### REFERENCES

Savraj Matharu (Lecturer) – Westminster Uni.

s.matharu@westminster.ac.uk

Matej Dimlic (Course Leader) – Westminster Uni.

M.dimlic01@westminster.ac.uk

Joe Dyble (Director) – On Broadcast Communications LTD

joe@on-broadcast.com

Steve Zizzler (Sound & Broadcast Manager) – The Royal Opera House

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