

Summary

Sound Designer and Composer with 10 years experience in sound and music, transitioning from performance and studio work into Sound Design for theatre and post over the last 2 years. Qualified in sound, music and live events; including an MA in Sound Design, a BSc Professional Audio/TV Broadcast and an FD in Music and Media Management with a focus on live event production and touring. Sound Designer and composer for various theatre shows supporting storytelling and immersing audiences in a make-believe, managing all sound (and sometimes music) creation, mixing and live sound triggering and engineering. Previous experience running a recording studio, working as a touring musician and teaching sound and events.

Education

MA Degree Sound Design

2023-2024 - Bath Spa University

PGCE (Postgraduate Certificate in Education)

2013 - Huddersfield University

BSc Hons Degree Professional Broadcasting (Radio & TV)

2009-11 - Salford University

FD Music and Media Management

2008-09 - The Manchester College

ND Music Technology - Distinction

2006-08 - The Manchester College

Training & Certificates

Wwise 101 - 2024

Pro Tools 101 - 2024

Spatial Audio & Dolby Atmos - 2023

Radio Academy Training - 2022

QLab training - 2022

First Aid Certificate - RSCEd - 2019

Video & Audio Broadcast - BBC - '18

Studio Health & Safety - BBC - 2018

Ableton training - 2017

Radio Broadcast Production - 2014

Memberships

Association of Sound Designers

Musicians Union - PRS & PPL

Sound Design roles

Freelance Sound Designer

 Nikki Crowley Audio - www.nikkicrowley.com

.Designed sound for diverse visual projects, collaborating with directors to meet creative briefs within deadlines and budgets.

Enhanced narratives through sound and music, crafting SFX, soundscapes, and foley, and composing/editing music. Mixed live theatre, musicals and games in surround sound, developing audio systems using QLab, Ableton and Pro Tools. Mixed games and audio in binaural. Managed studio, live and on-location recordings, engineering sessions for idents, VO's, and music performers. Featured on BBC, Rinse FM, Channel 4, and Amazon on demand.

Some sound Design Credits & Projects:

Game Sound Design

SensorySavvy: An interactive game showcasing the auditory experiences of neurodiverse individuals, allowing real-time switching between neurotypical and neurodiverse perspectives, with spatial audio effects, developed using Wwise and Unreal Engine.

Theatre Sound Design

Award-nominated and 5-star press features, including Dick Whittington and TNEITW. Collaborated on complex QLab and Ableton projects with sound engineers and composers. Notable projects: Fear at Siobhan Davies Studio, Dick Whittington at Exeter Northcott, The Wall at Tobacco Factory, TNEITW at Bristol Old Vic.

Post Production Audio - Film & Animation

Worked on feature films and animations for Amazon and Watershed Cinema. Projects include It's A Love Thing (Amazon 2025), Borderline Animation (Watershed 2024), and Football Club Advert Animation.

Full Audio-Video Production

BBC Bitesize projects (2017-2020), and music video directing & production (2020-2024).

Radio Imaging & Radio Advert Creation

Managed studios and created radio imaging and ads for SWU FM, Kool FM/Rinse FM, and others. Roles included producer, sound designer, and presenter across various stations.

Other employment & freelance roles

Music Producer & DJ Euphonique - www.djeuphonique.com (*Sep 2008 - Present*)

- Releasing music on esteemed electronic music labels, music featured in the Official UK Dance Charts and airplay on influential radio stations and TV such as BBC Radio 1. Performing at acclaimed venues like Glastonbury and Fabric and touring internationally including Canada, Europe, Asia and more. Featured in publications like Mixmag and UKF, with a comprehensive solo, collaborative, and remix production portfolio. Presenting for and performing on FM radio stations including BBC Introducing & Rinse FM.

Radio Producer & Presenter Rinse/Kool FM ('22-'23), SWU.FM ('20-'22), Origin UK ('17-'19), DnB Radio ('14-'16), Rood FM (2014), Unity Radio 92.8FM ('09-'14)

- Producing a live weekly FM radio show, editing after show podcasts or pre-recorded / live recorded interviews and audience interactions for on air replays and online on demand. Sourcing current content in the form of radio guests, interviewees and topical content.

Senior Audio Engineer & Producer at Subwoofah Studios (*Sep 2017 - Nov 2020*)

Lead management and operations of a versatile recording and production studio. Capturing diverse musical acts from saxophonists to full bands, broadcasting DJs, media projects and radio shows and imaging.

Studio Manager Internship at BBC Broadcasting House /Studios (*March 2020*)

Assisting the live radio producers and on-air performances: BBC Radio 2, Classic FM, Radio

Engineering for flagship shows such as Classic FM's In Tune and Jeremy Vine. Managing and filtering live content, calls and texts for Jeremy Vines' show. Troubleshooting & technical support (including setting up for and live engineering for string quartets and vocalists broadcasting live from studio).

Assistant Producer at BBC (*Nov 2018-March 2020*)

Online educational films & audio for BBC Bitesize.

Led end-to-end production for high-performing audio & visual education content. Managed all technical content creation aspects: deadlines, quality and budgets. Successfully collaborated with cross-functional teams and production partners. Uploaded to servers using iBroadcast and managed projects using Jira and similar.

Event Manager & Record Label Manager & at Subwoofah (*June 2013 - Sep 2023*)

Managed all aspects of a digital record label overseeing artist signings, release planning, and marketing strategies, logistics, budgets, and executing design and marketing. Managing all live production aspects of our award winning events including technical and staff.

Venue Promotions Manager at Dry Bar, Manchester (*July 2011 - Sep 2013*)

Oversaw operations at the renowned Factory Records music venue. Negotiated deals, contracts and promotional and marketing strategies and managed live production aspects of the event before and during, including technical and staff.

Assistant Studio Manager & Audio Engineer at Unity Radio, Manchester (*2009-2012*)

Assisting in the management and operations of a recording studio; creating idents, advertisements, radio shows, interviews and podcasts. Recording, editing, mixing, and mastering audio for FM radio play and online playback.

Music Event Promotions at Exposure UK, Manchester (*2007-2009*)

Promoting music events to a targeted audience and connecting with event promoters..

Employment in Music & Sound Education

Department Manager for Music & Sound at Access Creative College (*Aug 20-2022*)

Sound Production Lecturer at School of Electronic Music, Salford (*Nov 17-Jul 18*)

Guest Music Production Lecturer at University of Central Lancashire (*Nov 2017*)

Music & Sound Lecturer at Futureworks, Salford (*Feb 2016 - Nov 2017*)

Music Production Tutor at The Manchester College (*Oct 2013 - Jun 2016*)