

Thomas J. R. Moss

Sound Designer - Sound Editor - Mixer - Musician

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Based in London

I am a passionate Dialogue and Sound Editor/Re-Recording Mixer with firm foundations in post production sound. I have worked on a large number of productions for Film, Television and Games, and aim to develop my own creative voice whilst mastering the technical and interpersonal skills along the way.

RELEVANT EXPERIENCE

Sound Editor, Sound Designer & Mixer

January 2023 - Present

I have covered all areas of post production sound, including dialogue and effects editing to re-recording mixing and delivery. I have worked face to face with clients (producers and directors) and cast, liaising with them directly in order to establish a good working relationship and achieve the desired result. Successes include mixing the award winning short *STI: Sexually Transmitted Introductions* and *Sound Designing Clubhammer*, which was nominated to screen at Fright Fest in August 2024. I have become familiar with the technological requirements involved in mixing, regularly using the AVID S Series mixing consoles, and having a strong knowledge of the deliverable requirements for film and television.

TV & Film Credits

- Fiction - Pink Or Blue - Sound Design, Tracklay & Mix - 5.1
- Fiction - Sunset on Pluto - Sound Design, Tracklay & Mix - Dolby Atmos/5.1
- Documentary - The Welsh Dragons of Patagonia - Tracklay and Mix - 5.1
- Fiction - STI: Sexually Transmitted Introductions - Re-recording Mixer - 5.1
 - Won the Breaking TV Film Festival Best Comedy Award Nov. 2024
- Fiction - Halloween - FX Editor
- Fiction - Stay Calm - Re-Recording Mixer - 5.1
- Fiction - Maternal - Re-Recording Mixer - 5.1
 - Premiered at Aesthetica Film Festival in York Nov. 2024
- Fiction - Clubhammer - Sound Design & Tracklay - 5.1
 - Premiered at Fright Fest In London in August 2024
- Fiction - Watering Hole - Sound Design, Tracklay & Mix - 5.1
- Documentary - Hooked - Sound Design, Tracklay & Mix - 5.1
 - Premiering at Slamdance in Los Angeles 2025
- Fiction - Big Steps - Sound Design, Tracklay & Mix - 5.1
- Fiction - There's Something In The Water - Sound Design and Mix - 5.1
- Animation - All Hail The Duck King - Sound Design, Tracklay & Mix - 5.1

Game Credits

- Trash Toppler - Games Devs Wizard Alliance - Sound Designer
 - Winner of the WASD Game Jam Technical Prize 2024
- Project Plain Site - NFTS Games - Sound Editor
 - Premiered at EGX 2024
- Oubliette - NFTS Games - Supervising Sound Editor, Sound Designer & Dialogue Editor

SKILLS

Dialogue Editing
Session Conforming
ADR Creation
ADR Recording
Effects Editing
Re-recording Mixing
Composition
Performance
Client Relations

SOFTWARE

Pro Tools
Sound in Sync (*Ediloat, Edicue, Ediprompt*)
Izotope RX
Supertone Clear
The Cargo Cult (*Matchbox*)
Reaper
Ableton Live
AVID Sibelius
Adobe Creative Suite (*Photoshop Premiere Pro*)
Google Business Suite

EDUCATION

National Film and Television School - MA Sound Design
January 2023 - January 2025

Guildhall School of Music and Drama - MMus/MPerf in Music (Distinction)
September 2015 - July 2017

Guildhall School of Music and Drama - Bmus (Hons) in Performance
September 2011 - July 2015

- Premiered at EGX 2024
- Boarberry Farm - NFTS Games -Supervising Sound Editor & Sound Designer
 - Premiered at EGX 2024

Musician (Bassoon//Contrabassoon//Conductor)

2015 - Present, London & Regional UK

I have spent nearly a decade working as a freelance musician, working in the classical music industry in the UK. Over the years, I have been consistently employed by a number of ensembles, such as Guildhall Session Orchestra, Orion Orchestra, Parallax Orchestra and London Firebird Orchestra. Such a wide reaching portfolio requires impeccable organisation and time management, as well as a high level of collaborative skills in a high pressure performance environment.

RECORDING CREDITS

- Alter Bridge - Live at the Royal Albert Hall (featuring the Parallax Orchestra) Napalm (2018)
- Symphonova - La Patrie - Our Canada - Centradiscs (2018)
- Debbie Wiseman and the Orchestra of the Guildhall School - Live at the Barbican - Silva Classics (2017)
- Bring Me The Horizon - Live at the Royal Albert Hall ~ Sony/RCA (2016)

Personnel and Artistic Manager

2017 - 2022, London & Regional UK

During my time as a musician, I helped facilitate a number of projects in the UK classical music industry. My roles were multi-faceted, from working closely with artistic directors in planning of events, to managing the musicians hired for the projects. My responsibilities included repertoire selection, venue management, orchestral librarian and orchestral fixer. During this time, I worked primarily with London Young Sinfonia and Endelienta Ensemble. This role required strong interpersonal skills due to having to interact with both players and artistic directors, and managing the expectations of both.

PROJECTS MANAGED

- Endelienta Ensemble - Summer Residency 2022 (Orchestral Fixer & Orchestral Manager)
- London Young Sinfonia - October 2020 Streaming Project (Personnel Manager)
- London Young Sinfonia - 'Baltic Sounds In Focus' November 2019 (Orchestral Fixer)
- Endelienta Ensemble - Summer Residency 2019 (Orchestral Fixer and Orchestral Manager)
- Ubu Ensemble at Drawing Room, Elephant and Castle November 2018 (Project Coordinator and Conductor)
- Endelienta Ensemble - Summer Residency 2018 (Orchestral Fixer and Orchestral Manage

