

Stephen Lunn

Sound Designer

Music + Sound Awards 2024 Finalist with a First-Class Masters in Sound Design and 3+ years' experience in audio post-production for film, TV, and immersive media. Expert in Pro Tools, specialising in creative sound design, dialogue editing, cleanup, and mixing. Skilled in VO session direction, dialogue processing, and loudness standards compliance, with a proven ability to collaborate across multi-site teams to deliver consistent, high-quality results under tight deadlines. I am passionate about pushing creative boundaries whilst maintaining consistency and attention to detail.

WORK EXPERIENCE

Picture Shop

Assistant Sound Editor (04.2023 – Present)

Edit Assistant (04.2022 – 04.2023)

- Prepared and managed tracklay sessions, splitting AAF files and building session templates according to editor preferences and show-specific workflows. (Stereo, 5.1, 7.1, Dolby Atmos)
- Mixing episode cutdowns and international versions, ensuring compliance with broadcast standards.
- Providing mic replacements and session conforms using Kraken, Ediloop, Matchbox
- Undertaking any QC fixes needed from final mix session
- Edited, cleaned, and fineref dialogue to picture adding creative effects chains for dialogue enhancement and consistency.
- Engineered VO sessions, including mic setup, monitoring, and live patching.
- Designed and built sound effect kits for shows, ensuring consistency across episodes.
- Performed sound design passes, foley, and pre-mixing for stereo, 5.1, and Dolby Atmos sessions.
- Provided technical support and software updates across tracklay and mix studios, including a Dolby Atmos studio.
- Developed and produced training videos to streamline workflows and support team development.
- Produced showreels for department members, showcasing their work and enhancing team visibility.
- Performed audio and picture QC/QAR to ensure technical and creative accuracy.
- Creating and uploading deliverables using multiple delivery portals and workflows (Stereo, 5.1, 7.1, Dolby Atmos)

Freelancer:

(2021 - Present)

- Boom Operator on multiple short film sets.
- Theatre Sound Designer for Bath Rondo Theatre
- Designed 3D spatial audio for immersive experiences, including Unconsciously Conscious and Bath Spa University campus tour.
- Dialogue editor and cleanup across multiple showreel portfolios
- Sonic Branding for Wonder 14

CONTACT

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[linkedin.com/in/stephen-lunn](https://www.linkedin.com/in/stephen-lunn)

Professional Social:

https://www.instagram.com/s.l_sound/

Showreel:

https://drive.google.com/file/d/1cHDD88Hc2f_1erRUXmKs9GiQjBNx4fpH/view?usp=sharing

SKILLS

- Effect Chain Processing | Foley | Sound Design | Mixing & Mastering
- Dialogue Loudness Standards & Audio QC
- Tracklay Prepping | Technical Support | Studio Installs (Dolby Atmos) | Dante Routing
- Collaborative Workflow Management | Client-Focused Communication
- Avid S6/S1 control Surfaces
- Soundminer, Kraken and Matchbox Workflows

Key Projects

- Turn Up The Bass
- Ready Eddie Go
- The Dog House
- F1 Drive to Survive
- Sprint
- Three Weeks in July
- Moomin Valley
- George Clarke's Amazing Spaces
- Inside the Factory

EDUCATION

Masters

- Sound Design – Distinction

Degree

- Music BA – 2:1