

ANDREW RILEY

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Personal Details:

Nationality: British

I am an experienced freelance Sound Designer, Audio Post Engineer and Editor working across a variety of formats. I am musically competent and I very much enjoy writing music and playing guitar in my spare time. I am also interested in software development, particularly within the open source sector.

Career History:

Azure Audio LLP – Present

- **Director/Sound Designer**
- Director of this start-up company developing sound design software for audio post and computer game markets
- Writing of technical documents and successful application for a government funding stream
- Product design, management and planning of development schedules and budget.
- Designing audio behaviours in an interactive environment
- Sound effects/Foley recording and editing

Rocksteady Ltd - 2009

- **'Batman: Arkham Asylum' - Sound Designer**
- General sound design, implementation, vocal processing etc ...

National Trust – 2008

- **Sound Designer**
- Sound design for a temporary installation at Nostell Priory stately home

Cultivate Films – 2008

- **Sound Designer and Mixer**
- Full audio post production for the short film 'Driven' including Foley recording, sound design, editing and mixing

Lee Banyard Audio – 2008

- **Dialogue Editor**
- Freelance editing and processing of in-game dialogue for a Nintendo Wii title

Sony Computer Entertainment Europe – 2006, 2007, 2008

- **Sound Designer**
- Freelance sound design work at SCEE studios London, Liverpool and Cambridge
- Cut scene compilation, including sound design and synch'ing dialogue to picture
- Working closely with audio programmers/leads to understand audio pipelines and requirements
- Speech, recording, editing and processing
- Sound design, track-laying and mixing for various concept, promotional and pre-visual videos
- **'Wipeout HD' – Sound Designer**
- Sound design, implementation and mixing for this award nominated title (2009 AIAS 'Outstanding achievement in sound design' award)

- **'Elefunk' - Sound Designer**
- Sound design and implementation
- **'Heavenly Sword' - Sound Designer**
- Sound design, implementation and audio post production

A Company of Enthusiasts – 2008

- **Sound Designer**
- Track laying and mixing of all sound for a commissioned short art film

RubyFruits Recording Studio – 2005, 2006, 2007

- **Associate Engineer**
- Mixing and Mastering of Channel 4 Podcast 'Secret Policeman's Ball Episode 1'.
- Audio post assistant for 'Ginger Gora and the Gentles' short film.
- Production Sound Recordist for Two Left Feet Productions.
- Dialogue recording and editing.
- Recording engineer for various artists and producer.
- Composition/arrangement of music.

Freelance Studio Engineer – 2003-2005

- Recording, mixing and mastering various styles of music including jazz, rock and orchestral
- Worked at levels from lead engineer to assistant at various locations in and around London

Musician – 2000-2002

- Played solo and in bands at various venues across Yorkshire as a guitarist/singer

Equipment and Software Experience:

- Soundcraft desks, Yamaha digital desks, Mackie d8b, SDR, and HDR systems
- Digidesign Control 24, Pro-Tools (Digidesign Pro-Tools 210 Certified Operator)
- Waves plug-ins, Logic Pro, Cubase SX, Nuendo, PD, Reaktor, DVD Studio Pro.
- FMOD, Screamer, Unreal, Perforce, AlienBrain, Sound Forge, Vegas.
- Full compliment of industry standard microphones and outboard gear.
- Windows Vista, XP, Linux, Mac OS

Education:

September 2002 - July 2005 – Gateway School of Recording, Kingston.

- BA Honours Degree In Audio Engineering and Music Industry Studies (2:1)
- Completion of a 12,000 word Dissertation on "Linux as a platform for professional audio engineering".

September 1996- July 2000

- A/AS Levels: Biology, Chemistry, Physics, Music Technology and General Studies.
- NCFE: Sound Recording
- 9 GCSEs grade A-C.

Referees:

Available upon request