



EDWARD MARSH

SOUND DESIGNER

ABOUT ME:

HI, I'M AN ENTHUSIASTIC AND DEDICATED SOUND DESIGNER AND GAME AUDIO PROFESSIONAL WITH A DEEP PASSION FOR BOTH GAMING AND MUSIC. OVER THE PAST SEVERAL YEARS I HAVE WORKED TO BUILD A STRONG ABILITY AND EXPERTISE IN AUDIO IMPLEMENTATION, SOUND DESIGN, DIALOGUE RECORDING, AND MUSIC COMPOSITION AND PRODUCTION.

EXPERIENCE

SOUND DESIGNER

FREELANCE
2023-CURRENT

- DESIGNED AND IMPLEMENTED HIGH-QUALITY AUDIO ASSETS FOR VIDEO GAMES, INCLUDING SOUND EFFECTS, AMBIENT SOUNDS, AND MUSIC.
- UTILIZED INDUSTRY-STANDARD AUDIO SOFTWARE AND TOOLS TO CREATE AND EDIT AUDIO CONTENT.
- COLLABORATE CLOSELY WITH GAME DESIGNERS AND DEVELOPERS TO ENSURE AUDIO ENHANCES GAMEPLAY EXPERIENCES.
- TROUBLESHOT AND DEBUGGED AUDIO ISSUES DURING TESTING PHASES.

MUSIC COMPOSER

FREELANCE
2023-CURRENT

- COMPOSED ORIGINAL MUSIC TRACKS AND THEMES THAT ENHANCED THE ATMOSPHERE AND EMOTION OF GAME ENVIRONMENTS.
- COLLABORATED WITH DEVELOPERS TO UNDERSTAND AND NARRATIVE, SETTING, AND GAMEPLAY ELEMENTS TO INFORM COMPOSITION.
- ENSURED SEAMLESS INTEGRATION OF MUSIC INTO SEVERAL GAMES, FACILITATING INTERACTIVITY.
- MANAGED MUSIC ASSETS TO MAINTAIN ORGANIZATION AND CONSISTENCY THROUGHOUT THE GAME DEVELOPMENT PROCESS.

RECORDING ENGINEER

FREELANCE
2022-CURRENT

- PROFICIENT IN RECORDING EQUIPMENT TO CAPTURE HIGH-QUALITY AUDIO ASSETS, INCLUDING VOICEOVER DIALOGUE, FOLEY EFFECTS, AND AMBIENT SOUNDS.
- SET UP AND CALIBRATE MICROPHONES, PREAMPS, AND OTHER RECORDING GEAR TO ACHIEVE OPTIMAL SOUND QUALITY IN VARIOUS RECORDING ENVIRONMENTS, SUCH AS STUDIOS AND ON-LOCATION SESSIONS.

BAR SUPERVISOR

NUTWOOD PUBS LTD
MAY 2022 - SEPTEMBER 2023

- SUPERVISED AND TRAINED A TEAM OF BAR STAFF, DEMONSTRATING STRONG LEADERSHIP AND COMMUNICATION SKILLS.
- IMPLEMENTED EFFICIENT WORKFLOWS AND PROCEDURES TO STREAMLINE OPERATIONS AND MAXIMIZE EFFICIENCY.
- THRIVED IN A FAST-PACED AND DYNAMIC ENVIRONMENT, MANAGING MULTIPLE TASKS SIMULTANEOUSLY

EDUCATION

MSC SOUND & MUSIC FOR INTERACTIVE GAMES

LEEDS SCHOOL OF ARTS, LEEDS
SEPT 2024 - SEPT 2026

- CONTINUING MY PROFESSIONAL DEVELOPMENT BY MASTERING SOUND DESIGN PRINCIPLES, TECHNIQUES, AND TOOLS SPECIFIC TO INTERACTIVE GAMING ENVIRONMENTS.
- WILL BE GAINING AN IN-DEPTH UNDERSTANDING OF INTERACTIVE AUDIO SYSTEMS, INCLUDING MIDDLEWARE AND GAME ENGINES, AND HOW THEY CONTRIBUTE TO IMMERSIVE GAMEPLAY EXPERIENCES.

BA (HONS) MUSIC AND SOUND PRODUCTION

BIMM INSTITUTE, MANCHESTER
SEPT 2021 - MAY 2024

- CURRENTLY IN THE FINAL YEAR OF STUDY FOR A BA IN MUSIC AND SOUND PRODUCTION, WHILE DEVELOPING A GAME AUDIO PORTFOLIO
- DURING MY TIME AT BIMM, I HAVE ACTED AS A PRODUCER AND RECORDING ENGINEER TO RUN NUMEROUS SESSIONS CAPTURING VOCALS, FOLEY, INSTRUMENTS, AND FULL BAND SET-UPS.
- HAVE BEEN HEAVILY INVOLVED IN THE LOCAL GIG SCENE, PERFORMING WITH MULTIPLE BANDS ON VARIOUS INSTRUMENTS, AND HELPING ORGANISE SEVERAL GIGS AND EVENTS.

CERTIFICATE OF HIGHER EDUCATION

POINT BLANK MUSIC SCHOOL, LONDON
SEPTEMBER 2020 - JUNE 2021

- BEGAN MY PROFESSIONAL DEVELOPMENT BY UNDERTAKING A ONE-YEAR COURSE IN MUSIC PRODUCTION AND SOUND ENGINEERING.
- DOING THIS PROVIDED A SOLID FOUNDATION OF AUDIO PRINCIPLES AND PRODUCTION TECHNIQUES WHICH LED ME TO DECIDE TO STUDY FOR A BA DEGREE AT BIMM.

SKILLS

- SOUND DESIGN
- MIDDLEWARE (FMOD & WWISE)
- GAME ENGINES (UNITY & UNREAL)
- POST-PRODUCTION
- TEAMWORK
- EMOTIONAL INTELLIGENCE
- TIME MANAGEMENT
- ORGANISATION

CONTACT ME



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