

Andy George

Sound Designer

I am a Sound Designer with passion for all things audio. I am not afraid to step up to a challenge, I am capable of working under pressure, I am determined, self-motivated and I balance a fun attitude with a strong work ethic.

Key Skills

- Sound Design and Implementation
- Dialogue Editing, Mastering and Implementation
- Wwise (Wwise-101 Certified)
- Unreal Engine 4
- Reaper 5, Cubase 8
- Foley Recording
- Location Recording
- Asset Management
- Audio Optimisation & Budgets
- Sony Vegas Video Editing

Experience

Supermassive Games

Sound Designer // August 2017-Current

The Inpatient

Dialogue Editing & Mastering (Entire Project)

Sound Design

Foley Recording

Implementation

Raya Films

Sound Recordist & Boom Operator // July 2016

Sound Recordist & Boom Operator for an independent Short Film titled A Real Peach, due to be released in 2018. A Real Peach is a noir inspired short film. I was not the Sound Designer for the project. References on LinkedIn.

Qualifications & Certifications

Wwise-101 Certification, October 2016

BSc (Hons) Music Technology, 2013 - 2016, Demontfort University (DMU)

Higher Diploma - Bass Guitar, 2011 – 2012, Academy of Contemporary Music (ACM)

Diploma - Bass Guitar, 2007 – 2011, Leicester College

Interests

I am a skilled gamer across many genres, especially FPS games. I have been playing FPS games since 007 GoldenEye on the N64 but fell in love with the genre with the release of Halo: Combat Evolved.

I have been an avid gamer and musician for almost my entire life.

I currently play Bass in a Muse tribute band. I manage our live performance setup using an epic Reaper project!

I have been involved in other bands across different genres including metalcore, rock and pop.

I LOVE effect pedals and I have built many custom pedal boards (they keep getting bigger and bigger).

I have been writing music for all of this time, mostly in the commercial house genre.

During University I was member of the DMU eSports society. My CS:GO team placed 2nd in the National University eSports League Winter 2015 Championship. Before taking a break from CS:GO to focus on building my career, I was in the top 1% player base worldwide

I love to work as part of a team, and enjoy winding down at the pub!