



Aidan Hall

SOUND DESIGNER

INFO

Phone

07960628360

Email

AidanHallAudio@gmail.com

Website & Portfolios

AidanHallAudio.coventry.domains

Address

15 Forge Way

CV6 4NL, Coventry

SKILLS

Sound Design & Synthesis

Field Recording & Editing

Bass Guitar

Audio Mixing & Mastering

Dialogue Recording

SOFTWARE

Major DAWs (inc. Reaper)

FMOD and Wwise

Professional Audio Plugins

Virtual Instrument Libraries

Unreal Engine & Unity Engine

Basic C# and Java

Unreal Blueprints

PROFILE

I am a Sound Designer with 7 years' experience of both live and studio audio engineering. My particular strength lies in combining my experiences in other audio-related fields such as audio production, recording and live engineering with my knowledge of sound design to enhance my resulting work. I have achieved a first-class BSc in Music Technology at Coventry University developing my passion and skills for sound design and implementation over the 3 years. Since leaving university I have continued developing my skills through a mentorship with Lewis Thompson, a sound designer working for Soundcuts Ltd via Limit Break. I have also received the IG50 award, given to the 50 most employable people currently looking for a role within the games industry.

WORK

Freelance Audio Engineer/Sound Designer

Aidan Hall Audio & XMyHeart Media / Coventry / 2015-Present

- Produced, mixed and mastered a wide variety of projects for clients from around the UK including Emma McGann, Coventry City of Culture and XMyHeart Media maintaining strong relationships with these clients and many more leading to repeat bookings in the majority of circumstances.
- Performed and recorded various Foley and synthesized sounds, creating my own personal sound libraries as well as libraries for events such as 'The City is Full of Noises' run by the Herbert Art Gallery and Museum.
- Managed a busy work environment and provided a friendly and high-quality service for clients, remaining composed even within high-stress situations and under tight deadlines.
- Mixed FOH, Monitors and led AV teams for major events around the UK using a large range of different audio equipment and adapting to various needs and technologies. Notable events include; 110 Above Festival, Carfest North 2017, The Practical Classics Classic Car Show Sale 2022.
- Created a VR game/experience using Unity, FMOD and the Oculus Quest 2, set on a space station using visual assets from the Unity asset store. All sound design, implementation and coding was done from scratch by myself. Shown in more detail within my portfolio.

EDUCATION

BSc Music Technology (1st)

Coventry University / Coventry / 2019-2022

Relevant Modules and Accolades

- Sound Design & Game Audio
- Sound Art Composition
- Audio Plug-in Development
- Foundation of App Development – C#
- Judge and founder of Coventry University MixMaster competition



Aidan Hall

SOUND DESIGNER

INTERESTS

Video Games

Tabletop Gaming

Dungeons & Dragons

Reading Comics

Owning Rats

Music

SOCIAL MEDIA

LinkedIn

[/in/AidanHallAudio](#)

Twitter

[@AidanHallAudio](#)

SoundLister

[/aidan-hall/](#)

SKILLS

Teamwork and project collaboration:

- Participated in the Global Game Jam 2022 taking a lead role within a very inexperienced team and managing the project's Git repository for the game while doing the coding and sound design for the game.

Communication:

- Built and maintained professional and friendly relationships with a wide variety of clientele.
- Regularly solved problems during high stress situations requiring clear and calm communication across multiple parties.
- Organise and DM a regular online LGBTQIA+ tabletop RPG group, this requires strong organisation and planning as well as development of interpersonal relationships, improvisation and conflict resolution skills.

Time Management/ working to deadlines:

- Recorded and tracked Foley for a short film release working to a strict deadline and no chance to rerecord.
- Balanced University deadlines and Freelance work during undergraduate study without compromising quality.

Working under pressure:

- Stayed calm and composed in high stress environment particularly at live events, especially in unexpected circumstances. This has been constant throughout entire career.

Learning new skills:

- Taught self the fundamentals of Unity game development (notably XR) to fully self-produce a working game for University Final Project.

REFERENCES

JAMES PLESTER

Director/Owner

XMyHeart Media

info@jamesplester.co.uk

LEWIS THOMPSON

Sound Designer

Soundcuts

lewisstephenthompson@gmail.com

BENOIT GRANIER

Music Technology Course Director

Coventry University

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