

# Jason McKenzie

## Sound Designer

LONDON BASED

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### Skills

Competencies:

- Logic
- Pro Tools
- Cubase
- Wwise
- Audition
- Unity
- Unreal

Skills:

- Sound Recording/Editing
- Dialogue Editing
- Foley
- Audio implementation

### Education

Leeds College Of Music, Bradford  
University  
Music Production  
Bachelor of Arts degree: 2:1

Leeds College Of Music, Bradford  
University  
Foundation In Music Production  
Foundation Degree: 2:2

### Profile

I'm a British-Caribbean looking to further their career in the video game industry as a full-time Sound Designer. I've worked as a freelance and contractor in both television and games.

I am creative, hard-working, very ambitious, and eager to learn new skills to excel at my craft and eventually end up in my dream position.

### Experience

#### **The Farm Group, UK, Full time Tape Librarian**

February 2018 – On-going

Librarian and trained track layer. Managing all incoming client assets such as drive and tapes and have been trained under The Farm's audio staff, working in Protools splitting out tracks into Dialogue, Sync, FX, Atmos, and music.

#### **SIDE Audio, UK, Freelance Audio Editor**

March 2019 - November 2019

Using Audition, I was required to edit dialogue for various projects. This included games like Final Fantasy XIV, Jurassic World Evolutions and Gears Tactics.

#### **Sony PlayStation, UK, Contracted Music Assistant**

June 2018 - November 2018

Assisting in-house composers and audio team as a contractor, track-laying, and composition writing for their released VR title Blood & Truth.

#### **Freelance Audio Work**

August 2014 – January 2020

Mighty Productions - Composed tracks for BBC Ones, Dear NHS Superstars. Have also worked as a Sound Assistant on Impossible, series 1, 2 and 3 (BBC 1), Curious Creatures (BBC 2) and Rage Room (All 4)

**You can find examples of my work and showreel on my website.**