

Alex McIntyre

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I am an avid and enthusiastic sound recordist, sound designer and composer looking to expand upon my professional industry experience. Since graduating moving to Bristol after graduating in 2016 I have been honing my skills and developing my show reel by creating redesigning trailers and scenes from films. I have been expanding my sound library by recording and creating a vast array of my own samples. I also record, mix and master for songwriters and bands. I am currently working on two small short film projects.

Skills

- Recording (studio, on set and out in the field)
- Audio Editing
- SFX creation (synthesis, layering, blending)
- Mixing
- Composition for picture
- Time management and organisation

Experience

OCTOBER 2018 - PRESENT

Boom Operator/Sound Editor/Sound Designer / 'For Mia'

Freelance work for a short film with small production crew. We shot the film in Pigna on Lake Como in Italy. The film is currently being edited. I will also be the editor and designer during audio post-production.

APRIL 2018 - PRESENT

Boom Operator/Sound Editor/Sound Designer / OneFour Productions

Ongoing work for a forthcoming three part documentary titled 'Working Magic' delving into different facets of the magic industry. We have filmed the pilot and are currently editing as well as planning the next shoot.

JANUARY 2018 – PRESENT

Live Sound Engineer/Event Organiser / Kino, Bristol

In charge of events at a small music venue. My responsibilities include organising, maintaining and replacing audio equipment, corresponding with artists and staff, get in and pack down, sound checking and live mixing.

JUNE – DECEMBER 2017

Tom Learner – Lone Ranger. Man Of The People. / Salisbury

A full length acoustic Blues album. Recorded, mixed and mastered by myself.

2013 – 2014

Live Foley Artist / Telephonic, Guildford

Foley artist with a small theatre troupe retelling classic, dark tales such as Sweeney Todd and Little Red Riding Hood using solely audio. Blindfolding the audience in-the-round with the foley pit central.

We used a quadraphonic, 8-speaker setup, which meant the sound could be manipulated around the space whilst it was performed live.

Education

2013-2016

Creative Sound Design BA Hons / Academy of Contemporary Music, Guildford

Graduating with a final grade of 2:1. My dissertation was centred on the neurological, psychological and emotional effect that sound design has on an audience playing survival horror videogames. In keeping with the subject matter, for my final practical project I made a short horror concept entitled 'Estrange' in Unity with a particular focus on audio which was recorded, mixed and implemented by me.

2012-2013

Music Production Higher Diploma / Academy of Contemporary Music, Guildford

2009-2011

Music Production BTEC/ Totton College

Activities

I involve myself in all things music and audio wherever I can. Playing guitar and keys in two bands as well as putting on and hosting small scale events at the venue I work at. I am currently curating groups of musicians and artists to begin a series of live sessions that will be recorded and uploaded to Youtube.

I have also started the planning stages of an anthropological podcast series focusing on Bristolians from varying backgrounds with interesting local stories to tell.

When I'm not making noises or organising shows, I'm most likely writing my next article for the audio blog 'The Newsroom' on the music licensing website artisound.io.