



B e n e d i c t H a r r i s - H a y e s

Multi-instrumentalist Sonic Creator

*20+ year career as a Freelance sound designer/audio engineer/music composer

*Endorsed by ROLI and Roland instruments

*Versed in various DAW's – Cubase/Pro Tools/Reaper/Ableton/FL Studio

*Extensive location/Foley/Studio/Sound Stage/Live recording experience

*BSc 1st degree in Sound and Music Technology

Profile:

Technically-minded freelance audio producer with 20 years experience, versed in music composition, sound design, audio implementation, audio restoration and final stage mixing/mastering.

Award winning re-mix producer and songwriter for various projects
(iTunes Rock Album of the Year / B-Side Remix Competition)

Results-driven with experience in audio for film and TV projects.

A firm adoration of computer games with experience in coding, audio analysis and development within games.

2020 SOUND DESIGN SHOWREEL -

<https://youtu.be/gdW-vOM6-Lg>

2020 PRODUCTION/COMPOSITION SAMPLER -

https://soundcloud.com/massive_dynamic/massve-dynamc-production-sampler

Software experience:

Native Instruments / Waves / iZotope / Spectrasonics / FMOD / Wwise / Windows / Resolve / Adobe / HOFA / Wavelab / SSL and many, many industry standard platforms, plug-in's and environments.

**Currently undertaking WMSE 101, 251 and 301 accreditations.*

Contact:

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EXPERIENCE

(Timeline not chronological)

Experience in private tutoring / large project management
Paid but uncredited songwriter in over 500+ songs for artists

1996 – 1999 – Undertook **GNVQ** and **BTEC** qualifications in Computer Science

2001 – 2004 – Session Musician and Sound Engineer
*Performing various instruments in touring bands,
covering styles such as Rock/Metal, Jazz, Electro, Drum and Bass and Acoustic.*

2004 – 2017 – Composer/Guitarist/Vocalist for **ENOCHIAN THEORY**
(Mascot Records/AMF Publishing)
– *Releasing multiple award-winning albums and completing many tours/festivals*
– *Won an iTunes Rock Album Of The Year award*
– *Set up own record label with 5 acts on the roster, which turned in a financial profit EVERY year.*

2007 – 2010 – Undertook **Bachelor of Science degree in Sound & Music Technology**
whilst continuing to tour, do session work and record audio

2010 – Present – Audio Engineer/Producer at **MASSIVE DYNAMIC**
– *Award winning audio producer*
– *Song writer for various artists on multiple labels*
– *Sound Designer, Composer, Mix Engineer and Audio Restoration Engineer for award-winning film and TV projects such as 'Le Chasse', 'Stael Ruffinelli De Ortiz', 'Hazel', 'Bragging Rights', 'Killing The Parson Bird' and more*
– *Producer of audio packs for other artists, including MIDI packs, sound design packs and beat/melody/vocal packs*

2017 – Present – Solo artist at **OCEANICA**
(Progressive Gears Records / AMF Publishing)

Present projects:

- * Currently writing numerous albums,whilst writing songs for other artists.
- * Scoring two motion pictures
- * Testing software and hardware for various musical instrument companies

Goals:

To secure a new role, anywhere in the world, within the audio industry that will utilise my vast experience and allow me to continue to grow.