

Noah Pellicci

Address: 53 Park Lane, Aveley, RM15 4UA

07535 310289 • noah.pellicci@sky.com

Birth: 18th May 2000

Linkedin: <https://www.linkedin.com/in/noah-pellicci-767b841ba/>

A motivated and hardworking individual, just graduated university. Seeking a career in sound design and audio post production. Technically minded, with a methodical approach to working and an eagerness to learn and develop personal skills in a practical setting.

Key Skills

Experienced with software such as:

- Ableton (Long time user, both in education and free time, for sound design and music production)
- Pro Tools (Currently utilising Pro Tools at university for sound editing and mixing)
- Unity (Using Unity for game sound integration at university)
- Logic (Long time user in education, for sound design and music production)
- Max/MSP (Operates Max 8 to code musical software for use in DAWs at university, and will continue to learn more about the software in free time)
- Reaper (For arranging sound design to image and sound editing)

Other skills:

- Adept in a studio environment (has experience with mixing desks, microphone set-up, recording and routing)
- Passionate and knowledgeable about music and sound
- Fast learner and able to adapt to circumstances
- Able to work quickly and efficiently
- Punctual and conscientious
- Comfortable working in a team, as well as solo

Education

University of Hertfordshire (2018 - 2021)

1st Class Honours BSc in music and sound design technology

Access to Music (Hackney Community College) (2016 - 2018)

BTEC national diploma level 3 in music production & technology

Hallmead School (2011 - 2016)

GCSEs in Media Studies (A) and Graphic Design (B) as well as others including English language / Literature (B) , Mathematics (B) , Science and Additional Science (C)

Work Experience

Martindale Pharma (25th June 2018 - June 2019)

- Production operator, working in quality control, reconciliation of goods, and machine operating for a global pharmaceutical manufacturer.
- Working on high speed packaging machines, incorporating track and trace.
- Adhering to good manufacturing practice, working to company standard operating procedures and European regulations.
- Recording data on both printed and electronic formats professionally.
- Taking deliveries and organising packages of product, transporting goods to and from controlled areas and warehouses.
- Experience working on my own as well as in a team and working in clean rooms.

Rhinegold Publishing (unpaid work experience) (9th - 20th March 2015)

Tasks undertaken:

- Using a number of Design Creative Suite programs (InDesign, Photoshop, Illustrator, Adobe Acrobat)
- Edited images for use in the magazine
- Attended department meetings
- Helped design, proof and make print ready an issue of Classical Music Magazine
- Made editorial corrections to the magazines
- Created an online digital magazine entitled "Teachers Guide to Students Theatre"
- General admin work
- Proofread and updated listings for "British Performing Arts Yearbook 2015-16"
- Wrote an article for the editors
- Attended an Expo Conference at the Barbican Centre
- Made two animated adverts and a slide show for a web advertisement
- Designed icons in Illustrator

Hobbies & Interests

Music and sound are my main interests, I write/produce my own music which I use to express myself and to push boundaries. The type of music I make has many similarities to soundtracks I enjoy, and I use this as an excuse to learn about film and game scoring. I taught myself a lot of what I know in the area and continue to develop my skills.

I also have a big interest in video games and their audio direction. I love to play new and exciting games to broaden my horizons and taste.

Another recent interest of mine is journalism and review, particularly in the field of music, having written essays and reviews on influential and important albums and being involved with communities that specialise in this area.

References are available upon request.