Adam John Ridland

Technical Sound Designer

Location:
Glasgow – Scotland

Tel:
07476 010467

Email:
adam.j.ridland@gmail.com

Summary:

I am an eager and creative individual with a passion for sound. I have successfully undertaken a variety of different work in sound over the years, working in live environments and studio settings which has allowed me to develop my communication skills and critical thinking.

I have an extensive set of skills and a creative methodology when it comes to producing, integrating sound and problem solving that has had a positive effect on many projects. I have also worked in various teams some of which I led on; I enjoyed this experience and hope to extend my leadership skills moving forward.

Education:

BA Commercial Sound Production
The University of The West of Scotland
September 2020 to June 2021

Wwise Fully Certified:
101, 201, 205, and 301.
February to June 2023

Work Experience:

Technical Sound Designer •
Team Junkfish – Remote
January 2023 – Current

• Audio Mixing
• Wwise Profiling.
• Audio Optimizing
• Wwise integration into Unity and Unreal.
• Synthesis and implementation using Metasounds
• Debugging alongside QA
• Field Recording
• Sound Design
• Composition

Space Slayer • Remote
June 2022 – August 2022
• Sound Design
• Field Recording
• Audio Editing, Mixing and Mastering

IT Assistant •
E&O Laboratories Bonnybridge
September 2021 – January 2023
• Implementing Epicor ERP system
• Data Entry
• Coding inspections plans (C#)

Social Media:

LinkedIn:
https://www.linkedin.com/in/adam-r-ab84861bb/

Website:
https://www.adamridlandsounddesigner.co.uk/

Addition Information:

• Full clean UK driver's license,

• Modern pianist,

• Horror enthusiast,

• Home built studio.

Skills:

- Sound Design,
- Dialogue Recording,
- Field Recording,
- Foley Recording,
- Audio Editing,
- Audio Mixing,
- Audio Mastering,
- Blueprint Implementation,
- C# Script Implementation,
- Sprint Planning,
- Video Editing.
- Synthesis

Software Literacy:

DAWS:
- Pro Tools,
- Ableton,
- Nuendo.

Middleware:
- Wwise,
- FMOD.

Game Engines:
- Unreal Engine 5.2,
- Unity.

Composition Software:
- Musescore.

Source Control Software:
- Perforce.

Video Editing Software:
- Sony Vegas Pro 17

Throughout my years of working with audio I have used a variety of industry standard software all of which have assisted me in completing my tasks. I started using DAW's back in 2017 with Pro Tools First which was used for multitracking. I then moved onto Ableton and used it for electronic composition and sound design before advancing to using Nuendo in November 2022 for enhanced orchestral composition and linear media.

I started looking properly into Game Audio at University when completing my BA and my final year project was completed in Unity using FMOD integration using C# as well as Musescore for the composition. During this time I was also learning Wwise as it has an extensive range of tools for integration and optimization. I decided at this time technical sound design was the path I wanted to take. As of June 2023 I am fully certified as a Wwise End User.
After University I started participating in Game Jams and building show reels in which I learned video editing and source control.

Since I started working at Junkfish I have gained a more concrete understanding of Perforce and other project management tools such as Jira, Trello, and Confluence as well as gaining a more extensive understanding of Unreal Engine.

References available on request: