

Harry J.N. Parsons

Curriculum Vitae

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I am an accomplished sound editor and audio engineer; confident in my ability to provide creative solutions using an array of skills that I have developed professionally. I have experience working on audio content across multiple industries including Film, Games, TV, Radio and XR. As part of a team, or managing my own projects, I bring enthusiasm and a record of delivering excellent results under pressure.

Education

MA Sound Design for Film & TV, National Film and Television School, Jan 2018 - Jan 2020

- This highly practical course allowed me to work on multiple films (fiction, documentary, wildlife) games, and immersive VR experiences (both linear and non-linear)
- I am credited as principal sound designer on dozens of original projects from the school
- I have worked collaboratively with directors and other team members on short term, long term, and extremely time-sensitive projects
- I gained experience using cutting edge equipment and facilities such as Dolby Atmos dubbing theatres and immersive technologies

BSc (Hons) Sound Engineering and Production [w/ Sandwich], Birmingham City University, September 2008 - July 2012

- This course taught the fundamentals of audio, from acoustics and audio electronics, through to recording and editing, using a range of digital audio workstations
- I gained knowledge of audio across a variety of media
- I developed a critical ear for sound

Employment and Positions of Responsibility

Freelance Sound Designer, Aug 2015 - Present

- Utilising skills in sound design, editing and music for clients in Film, TV, Radio and Games
- Working closely with directors and clients to ensure the best sound for their projects
- Previous projects include award winning media and theatre, and clients include the BBC
- Exploring emerging platforms and techniques, such as VR

Audio Electronics Engineer, Audio Partnership Plc, April 2015 - Present

- Developing products within the engineering department as part of the electronics team
- Liaising and co-ordinating with external teams across the globe
- Performing rigorous listening tests and “tuning” hifi products for mass market

Technical Crew, The Alban Arena, March 2008 - December 2013

- Realised the technical aspects of shows, working with new teams and equipment daily
- Learnt to prioritise and problem solve under high-pressure

Head of Audio Services, BoilerHouse Media, March 2012 - July 2012

- Recorded, edited and mixed audio for commissioned videos
- Responsible for logistics of shoots, including transport, compliance sourcing equipment
- Assisted in planning and storyboarding videos

Skills

- Proficient with a wide range of recording equipment and software, including Pro Tools HD, Izotope RX, Ediloop, Edicue, Ediprompt, FMOD, Soundminer, Soundly, Sound Particles
- Seasoned technician, with experience ranging from electrical maintenance and PAT testing, through to electronic design and repair
- Quick learner who enjoys the challenge of trying something new
- Able to work calmly in rapidly changing, high pressure environments

Selected Credits

Feature

Eldfell (VR) (2020, NFTS)
Sound Designer

Chasing Unicorns (2019, Tallifornia) - Foley Artist
Feeling Better (2019, NFTS)
Sound Designer

Short Fiction

Dawn (2020, NFTS)
Sound Designer

Gimcrack (2020, Medium Dog Films, NFTS)
Sound Designer

Home from Home (2019, NFTS)
Dubbing Mixer

No Man is an Island (2019, NFTS)
Sound Designer

Room for Two (2019, NFTS)
Dubbing Mixer

The Best Is Yet To Come (2019, NFTS)
Dubbing Mixer

The Healer (2019, NFTS)
Sound Editor

Savage (2018, Chasing The Bear)
Sound Designer

Meow of Never! (2020, NFTS)
Sound Designer

Above Alan (2020, RCA)
Sound Designer

Animation

Commercial

Odeon iSense (2019)
Sound Designer

27th Raindance Film Festival (2019, Raindance)
5.1 Upmixer

References – available on request