

Adam Douglas Jones MA

Sound Editor/Designer

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Adaptable, competent, well organised sound editor with experience in dialogue, effects and foley editorial. Experience working in all areas of post production sound, from initial ingestion and rushes conforming, all the way through to the final mix and deliverable creation, with greatest strengths in editorial. Currently an in house Sound Editor at Hackenbacker.

I have developed a strong understanding of the delicate balance of creative, technical and interpersonal elements of post production sound and their relationship with one another through my Masters in Sound Design at the National Film and Television School.

Broadcast Credits:

Cold Feet November 2019 - January 2020
Sound Effects Editor

Truth Seekers February - March 2020
Foley Editor

For Life/Soulmates February 2020
Foley Editor

We Hunt Together February - March 2020
Foley Editor

The A Word November 2019
Foley Editor

Other Selected Work:

GOLD - Video Game March - September 2018
Sound Designer and Mixer

Whatever After - TV Mini-Series Fiction April 2019
Additional Dialogue Editor

Mother's Ruin - Animation Fiction December 2018 - February 2019
Sound Designer and Dubbing Mixer

Ruth - Fiction October 2018 - December 2018
Sound Designer and Dubbing Mixer

In My Own Skin - Documentary September 2018 - October 2018
Sound Designer and Dubbing Mixer

Skills:

- Dialogue editorial
- Rushes conforming, reconfirming and metadata restoration
- ADR/VO recording and editorial

- Sound effects design and editorial
 - Foley recording and editorial
 - Premixing and tracklay preparation for dubbing
 - Dubbing mixing
 - Deliverable creation - 5.1, LtRt, Stereo and various stem combinations
 - Sound implementation with middleware
 - Client correspondence, spotting, previewing, liaising with other departments and fixes
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Hardware/Software

- Pro Tools, plugin packages including Waves, Izotope RX, Altiverb, NUGEN, and others
- EdiLoad and EdiCue
- Soundminer and Soundly
- Avid/Euphonix System 5 Mixing Console
- Digidesign C24 Control Surface
- Avid Artist Control V2 4-Fader Control Surface
- FMOD Middleware
- **Microphones and Recorders** (Neumann TLM103 & U87, Sennheiser MKH416, MKH50 & MKH8050, AKG C414, Beyerdynamic M160, DPA 4060. Sound Devices 664 & 744, Tascam HD-P2, Zoom H4N and others)

I also have experience with Logic, Media Composer and Final Cut to a fundamental level.

Education

National Film and Television School
MA in Sound Design for Film and Television

January 2017 - February 2019

Liverpool John Moores University
1st Class BA (Hons): Film Studies

September 2013 - July 2016

Interests

I have been a drummer for many years, performing in a variety of groups in venues around the UK, most notable include the Liverpool Cavern and Manchester Academy. I have always enjoyed watching films and playing video games, which grew into a passion for making, analysing and exploring the mediums. The combination of interests in music and film is what led me down the path of sound and it's creative applications.

References available upon request