Andrew Clelland

Sound Designer

Personal Statement

I am a newly graduated sound design student with over five years of experience in game development, foley, and video creation. Passionate about the creative process, I aim to evoke emotion through sound, creating immersive experiences across various media. My diverse skill set spans game development, live sound, and post-production, making me a well-rounded contributor in any creative team.

Skills

Sound Design & Audio Production
- Proficient in Pro Tools (industry standard), Logic Pro X, and other popular DAWs.
- Expertise in foley, sound effects creation, and dialogue recording/editing.
- Strong creative sound design abilities, manipulating unconventional sounds to meet desired effects.

Game & Media Production
- Experienced in Unity for game development and sound asset integration.
- Working knowledge of C# and Python for scripting and creative coding solutions.
- Skilled in video editing and motion graphics using Adobe Premiere Pro and After Effects.
– Enjoy learning new coding languages, notably creating a whole website independently.

Soft Skills
- Leadership and team management
- Problem-solving and creative thinking
- Adaptability and collaboration across creative disciplines

Professional Experience

Sound Assistant – Vibration Festival
Callendar Park, 2022
- Assisted in setting up instruments for live recording sessions and supported live sound mixing.
- Worked closely with the technical team to ensure high-quality sound for performances, including acts like The Darkness.

Sound Technician – Zetland Park Opening Concert
Grangemouth, 2023

- Miced up instruments and took a lead role in live sound mixing for multiple performances.
- Ensured balanced and high-quality sound output for live audiences.

Lead Swimming Teacher – Falkirk Council
2019 – Present
- Led swimming lessons for groups of all ages and skill levels, focusing on technique, safety, and confidence.
- Supervised and mentored assistant teachers, acting as the primary point of contact for teaching staff during classes.
- Developed tailored lesson plans and managed day-to-day operations, demonstrating strong leadership and communication skills.

Projects

Sound Designer – Scottish Widows Game Jam
2025
- One of 5 to compete against other universities.
- Worked within the V&A for 48 hours.
- Sole Sound Designer but also pitched the game in front of leading faces in the gaming industry.

Lead Boom Operator & Sound Designer – 48 Hour Film Festival
Film: "Bog Standard", 2023
- Designed and implemented all sound effects for a five-minute dark comedy short film.
- Recorded and edited dialogue using boom mic techniques for optimal audio quality.
- Delivered a cohesive sound experience under tight deadlines, collaborating with the film team.

Sound Designer – Global Game Jam
2023
- Collaborated with a team to develop a Unity-based game in 48 hours.
- Contributed to sound design and audio integration, enhancing the player experience with immersive soundscapes.

Education

BA (Hons) Sound Design – Edinburgh Napier University
4th Year (Expected Graduation: 2025)
- Regularly take on leadership roles in group projects, focusing on problem-solving and innovative sound design techniques.
- Developed skills in sound design for film, games, and interactive media.
- Experienced in cross-disciplinary collaboration, contributing to coding, game development, and post-production workflows.

Hobbies & Interests

- Gaming & Game Development: Passionate about gaming and game design concepts.
- PC Building & Retro Coding: Enjoy building custom PCs and learning to code in BASIC on a

Commodore 64.

- Photography & Analogue Media: Enthusiast of analogue photography, film processing, and collecting vinyl records.
- Fitness: Stay active through regular gym sessions, balancing physical well-being with creative pursuits.