

Rory A. Walker

NI #: SE836974C

profile

I am a fanatic audiophile and have been working with sound throughout my professional career. I have broad experience of audio engineering and production for a variety of media, demonstrating a range of creative and technical skill. I am a very reliable and hard working team player, committed to delivering all projects on-time and on-brief to the client's satisfaction. My approach to all projects is a complimentary balance of dedication, artistry and academia.

relevant employment history

Point Blank Music School: Lecturer in Game Audio: 2019-ongoing

- Teaching Level 6 (BA 3rd Year) Game Sound Design & Interactive Music, using Unity and FMOD. DBS Certified.
- Developing new module content and and Designing assignment media.

Brains+Hunch: Unity & Oculus VR Audio Consultant: 2020

- Setting up and testing technical implementation of VR video experience produced by Nexus Studios in LA.

Soundcuts: Sound Designer: 2019

- Working closely with Adele Cutting on early game development for a AAA company.

1st Impact Games: Sound Designer: 2018

- Providing ongoing custom audio assets for a SciFi Survival FPS: "All Contact Lost" - available on Steam.

Jumpship Games: Sound Designer: 2017-2018

- Indie startup, working on [Somerville](#), a retro style adventure game in 2.5D, built in Unity.
- Designing sounds in ProTools for implementation in Audiokinetic's Wwise.
- Working with the Game Programmer to create custom solutions to in-game audio challenges.

Amuse Network: Sound Designer: 2017-2018

- [Car City](#) is a short animation series for children, published online and through Amazon Video.
- Editing VOs, adding bespoke SFX, editing library music, mix and master.

SAE Institute: Lecturer in Audio Production (BA/BSc): 2010-2017

- Teaching Engineering practice: recording, mixing, software, consoles, studio etiquette, etc.
- Audio Theory: Maths, Physics, Electronics, Music Theory.
- Marking student projects and tutoring dissertations, providing media materials for practical assessments.
- Student Retention Officer (2015 onwards) & key player in design and roll out of new Game Audio module.

British Council Films: Sound Editor: 2010-2013

- FilmLondon - [Best of Boroughs Award](#) (2010) for [Physical Education](#). Also [Tea & Crumpets](#), [Home Economics](#).
- Post production audio, including recording ADR and VOs, sound design and final mix.

Banyak Films: Sound Editor: 2011

- [Beads on One String](#) - Feature length documentary covering a multi-faith pilgrimage around India.
- Responsible for all post production audio, including dialogue editing, SFX, music spotting, final mix.

Film Tribe & Ignite Creative TV: Sound Designer: 2011

- Working closely with Director Will Wright on a horror short [The Ritual](#), submitted to various film festivals.
- Creative use of dialog editing, bespoke sound design, foley recording and final mix.

Black Tower Films: Sound Editor: 2010

- Feature Length horror film: [Patrol Men](#).
- Responsible for all post production audio, including final mix in 5.1 for cinema screening.

Freelance Recording Engineer: 2009-2017

- Multitrack studio recording and editing of full album for rock band [The Baddest](#).
- Tracking and Production for [Myernark's](#) first album.
- Location recording of piano for [The Fruitful Earth's](#) second album.
- Mobile recording for classical and opera singers.

Freelance Music Producer: 2008-ongoing

- Bespoke music for Music & Advert agencies and Libraries (Sony, EMI, Strings & Tins, MadPlanet).
- Commercial Clients include: Lipton, BT, BMW, HTC, Toyota
- Mixing Clients: [Guilty Pleasures](#) (EP), [Boomville](#) (album), Oliver Clegg (singles).
- Mastering Clients: [Pisdicables](#) (album), [King Punch](#) (EP), [Midnight Rebel Band](#) (album), [Zeyn Mroueh](#) (EP).

ISIS Publishing: Spoken Word Recordist & Editor: 2005-2007

- Leading UK Producer of unabridged audio novels, with recording booths and editing suites in Oxford.
- Recording with recognised voice artists, editing and mastering for publication on cassette tape and CD.

education

ThinkSpace Education (2016-17): MA Sound Design for Video Games (Distinction)
Accredited by Chichester University. Online practical and creative course, using mostly Unity and FMOD.

Middlesex University, London (2012-13): PGC in Higher Education (Merit).
Teaching & Learning Theories; Assessment Methods.

SAE Institute, London (2008-09): Diploma in Audio Production (1st Class).
Accredited by Middlesex University. Audio Engineering for Music & TV/Film.

King's College London (2000-03): BA History (1st Class Honours).
Political and Military history, Ancient Rome, Greek Philosophy, Dissertation on Roman Republican Politics.

Regent Language School, Oxford (2002): CELTA qualification (1st Class).
Teaching English as a foreign language. Professional teaching and private tutoring.

Bedales School, Hampshire (1992-99).
A-levels: English Lit. (A), Maths (A), Latin (B). GCSE: 10 A's.

Jakarta International School, Indonesia (1988-92).
American Curriculum.

Schulhaus Flüh, Switzerland (1985-88).
Swiss state school system taught in German.

skills & experience

Gaming Software - FMOD, Wwise, Unity & C# scripting (basic), Unreal & Blueprint visual scripting.

Audio Software - Pro Tools (Expert), Logic (Expert), Reaper, Ableton, NI Komplete, iZotope, Waves.

Audio Programming - Kontakt scripting (KSP), Reaktor Blocks and Primary, PureData.

Audio Hardware - Analogue Consoles (SSL, Neve, Soundcraft, Mackie), Digital Consoles (Avid ICON & C24, Neve DFC, Yamaha O2R), wide array of microphones for studio & location recording, Zoom & Sound Devices recorders, experience with analogue tape recording & calibration, broad range of outboard FX.

Sound Design - Location recording, Foley performance, ADR, modular synthesis, PCB assembly, experimenting with obscure mics, analog & digital processing.

Music - Professional Drummer (grade 8+), Music Theory (grade 6), Multi-Instrumentalist (guitar, bass, ukelele, keyboards), Band Member, Sang in choir: [Constanza Chorus](#), Music Teaching experience.

Languages - French (conversational), German (fluent when I was young), Indonesian (limited).

multimedia

Website & Showreel
www.rorywalker.co.uk

TV/Film
[Rory Walker's Vimeo](#)

referees

Dr Andy Farnell
Mentor and Prof. at SAE
Author of *Designing Sound* (2008)
e: padawan@obiwannabe.com

Mark Angus
Audio Director at Gladestock Studios
BAFTA winning audio on *Alien Isolation* (2014)
e: studio@gladestock.co.uk

"On both an academic and professional level, Rory has demonstrated in-depth knowledge and professional audio practice in general."

Hugh Harlow 2016
Head of Audio, SAE