Jake Herbert

Sound Designer & Audio Editor

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PERSONAL STATEMENT

Berlin-based sound designer and editor with a diverse background in audio. Experience in editing, mixing, mastering & recording, both in studio & on-location. Highly experienced and familiar with both windows & mac systems.

WORK EXPERIENCE

Freelance   **Berlin, Germany**
Sound specialist   *June 2022 - Present*
- I work as an audio producer for a variety of clients across the globe.
- Recent Examples:
    - Very recently I cleaned up vocals for a client's podcast, which was originally recorded in an untreated room with a lot of unwanted reverb and background noise. I used Izotope's RX 8 Advanced for this.
    - I was recently hired to do sound design and motion graphics animation for an Irish phone repair company's logo animation. This logo animation will soon be used for all their internal and external branding, including social media accounts.
    - I create sound effects for a client's professional YouTube informational videos.

RCSI (Royal College of Surgeons in Ireland)   **Dublin, Ireland**
In-house Sound recordist & editor | Video editor   *December 2020 – June 2022*
- I recorded & edited lectures in a small recording studio for one of the top medical colleges in Europe's online courses program. I also created many custom sound effects for these videos.
- We used a Sennheiser MKH 416 for recording the audio (a shotgun mic was needed as we were recording video of the performer at the same time). I used Ableton Live for sound design & Avid Pro Tools for editing & creating the final deliverables for the video editing team, which I also occasionally worked on.

Dublin City University   **Dublin, Ireland**
Head Sound Engineer   *September 2018 – June 2020*
- During my final 2 years of college, I was hired as the college's head engineer for all live gigs and events. This included theatre productions, concerts, stand-up comedy nights, etc. Our main console was the Behringer X32.

EDUCATION

Pulse College   **Dublin, Ireland**
Diploma in 'Audio Post-Production & Sound Design Skills for Audio-Visual Industries'   *Graduated September 2021*
- <u>*Classes*</u>: Game Sound Design & Implementation | Advanced Applications Technology | Advanced Post-Production Techniques | Sound Design & Creative Processing | Advanced Foley FX & Recording.

Dublin City University   **Dublin, Ireland**
Bachelor of Science in 'Multimedia'   *Graduated June 2020*
- <u>*Classes*</u>: Advanced Sound Production | Video Production | Film History & Theory | Emerging Media | & more
- My specialisation (Major) was Video Production. My team's final year thesis got the highest grade attainable.

SOFTWARE PROFICIENCIES

Software: Avid Pro Tools ver. 2021.7 (User certified) | Ableton Live 11 Suite | FMOD | Wwise | Reaper | Unity | UE5 | Entire Adobe Creative Suite (Audition, Premiere Pro, After Effects, Photoshop, etc.) | Logic Pro | Soundminer | Soundly

Plugins: Soundtoys (Echoboy, Little AlterBoy, Decapitator, etc.) | FabFilter Bundle (Pro-Q 3, Pro-L 2, Pro-C 2, etc.) | Sonnox Oxford Inflator | Izotope RX 8 | Xfer Serum | DecentSampler | Native Instruments Kontakt & Reaktor | Many more

SKILLS & INTERESTS

Skills: Sound design | Game audio implementation | Audio restoration (Izotope RX 8 Advanced) | Foley recording & editing | Vocal recording | Field recording and boom mic operation | Mixing | Mastering | Microsoft Office suite

Interests: Music production (Portfolio - Soundcloud) | Creating games (Portfolio – "Pong") | Making analog video glitch hardware (Portfolio – "Hybrasil") | Creating abstract multimedia content (Portfolio - Instagram) | Specialty coffee