

Zoe Collinson

Sound Editor and Engineer

London, N12

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KEY SKILLS

- Dialogue editing and recording
- Studio recording
- Audio repair
- Audiobook production/editing
- Use of DAWs including ProTools, Logic and Audition
- Use of iZotope and Nugen
- Professional studio attitude
- Background in music

QUALIFICATIONS

2013-2016

**BSc (Hons) Music Technology
– Sound for Media**

London Metropolitan University

First Class Honours

*Award- The CASS Music Portfolio
Award 2016*

2011-2012

**Higher Diploma/Certificate of
Higher Education - Music
Production**

The Academy of Contemporary
Music

Distinction

2008-2010

A level Music Technology

Queen Elizabeth's School Barnet

*Grade A (including 100% on
coursework)*

2006-2008

**10 GCSES including Maths and
English**

Mill Hill County High School

Grades A-C*

VOLUNTEERING

2013 - Crisis at Christmas

Entertainments Organiser

**2012 – 2017 - Barnet Young
Carers and Siblings**

Playworker / Playleader

PROFILE

Professional sound editor and recordist specialising in dialogue recording and editing for audiobooks, TV and games.

Experienced at working in client attended sessions and with professional and high profile talent. A natural at working in both busy post houses and on a freelance basis.

EXPERIENCE

January 2019 – Present

Sound Editor and Producer, Tileyard Studios/2020 Recording

- Editing and recording dialogue for audiobooks.
- Proofing audiobooks and undertaking quality control checks.
- Directing readers to produce the best quality audio.
- Removing clicks, pops, mouth noises and unnatural breaths using both editing and plugins.

February 2019 - Present

Sound Recordist, Marten Walsh Cherer

- Recording and keeping a log of hearings.
- Setting up and operating studio equipment.
- Working in law and corporate settings.

July 2013 – Present

Sound Editor, Zoe Collinson Creative Audio

- Studios worked for include; SIDE (PTW), VSI and WPRS.
- Recording and editing dialogue.
- Repairing dialogue.
- Foley editing and recording.
- Track laying audio.
- Mixing and mastering sound for image.
- Audiobook editing, recording and mastering.
- Working towards tight deadlines on my own.

February 2017 – May 2018

Sound Editor, Pinewood Studios Group

- Setting up, running and being in charge of recording sessions.
- Sound editing in ProTools.
- Recording, directing, editing and mastering dialogue for audiobooks.
- Working to tight deadlines in a busy post house.
- Fixing and repairing dialogue for audiobooks and games.
- Foley editing and charting.
- Mastering audio files to the correct specifications.
- Working with clients and recording with high profile talent.
- Creating new ways to record and edit for better quality audio and time efficiency.
- Being a productive team player and leader.

June 2008 – September 2013

Sound Engineer, Woodside Park Recording Studios

- Setting up sessions, troubleshooting equipment and
- Operating ProTools and studio hardware.
- Producing music to the highest quality.