Josh Dutton

Personal Statement

I am a sound designer and composer with a BSc degree in Game & Interactive Audio from Futureworks. Coming from a background in electronic music, many methods of sound design have inspired my music and vice versa. The craft of capturing and shaping audio has been a great inspiration and drive in both areas of my interest. I am extremely privileged to follow my passions and collaborate with others in previous projects - from linear short-films to student game projects. I am competent in technical implementation utilising middleware, blueprinting and in-engine tasks, in which I love to problem solve and discover streamlined ways of implementation. I believe it's important to work in an environment that promotes teamwork and constructive feedback to nurture and grow together.

Skills

Wwise	Izotope RX	Field Recording
FMOD	Wave Agent	Foley Recording
Unreal	Pure Data	Signal Processing
Reaper	Blueprinting	Music Composition
Pro Tools	Audio Post	Music Editing and
Ableton	Synthesis	Production

Practical Experience

Mocktroid - Game *Composition & Implementation.*
University Project

Sidescroller - Student Game *Composition.*
University Project

Blocktastic - Student Game *Sound Design.*
University Project

Nigh - Animation *Composition.*
University Project

Subconscious Short-Film *Sound Design*
E-SCAPE Films

The Evil Within 2 - Trailer Re-Design *Composition & Sound Design.*
University Project

Education

Futureworks, Manchester *Game & Interactive Audio Bachelor of Science Degree.*
SEPT 2019 - MAY 2021

NULC, Staffordshire *Music and Audio Production Bachelor of Science Foundation Degree First Class Hons.*
SEPT 2016 - JUN 2018

NULC, Staffordshire *Level 3 BTEC Extended Diploma in Music Production with Triple Distinction.*
SEPT 2014 - JUN 2016

References can be supplied upon request.