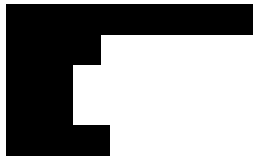


Alex Delve

Curriculum Vitae



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D.O.B. – [REDACTED]

Introduction

As a degree student who has just finished my degree in Sound Technology, I am currently looking for a full-time position in which I can apply the skills I have learned through my course and extra-curricular activities. With a creativity fuelled by experience in playing video games, allied with a strong technical competence provided by my academic training, I feel that I be an important asset to any audio department within a video game developer.

Skills

Ability to self-organise and motivate. Due to the large amount of extra-curricular audio projects that I took on during my degree, I feel that my time and task management skills are excellent, including the ability to critique and change my working methods during the process.

Team-working and communication. In addition to my experiences leading projects, I have also worked in professional teams, including in high quality London music recording studios, and am therefore very competent in communicating and working in groups.

Knowledge of audio and sound design. My sound design skills are also very solid, with me gaining a first for the relevant module on my course, after creating a sizeable amount of audio for a film sequence.

Appreciation of Video Game Audio. Although I have no direct video game audio experience, my final degree research project ‘What Makes Effective Video Game Audio?’ ensures that I am able to apply my audio abilities in a video game environment successfully.

Skilled on a variety of audio software. Due to the variety of work I have enjoyed during my degree, I am familiar with a wide range of audio software packages, including recording packages, editors and a large array of plug-ins.

Desire to learn and progress. In addition to this project, I have also started to learn the intricacies of C++ programming to ensure that I can communicate effectively with non-audio members of a development team.

Theoretical awareness of the art. The technical theory learned on my course ensures that not only can I use the equipment I am experienced with, but that I also have very little trouble moving to unfamiliar tools and situations.

Passion for video games. In addition to these more traditional skills, I am also an experienced gamer, and have owned consoles and played games since I was young. This experience ensures that I can be sure that all work I do on video game audio is appropriate to the medium, and gives me a wealth of experience to draw on.

Employment History

Jan 2006 – Current: Freelance Audio Engineer

Working freelance over this period (most of it running concurrently with my degree) improved my networking and ‘people skills’, as I needed to be able to find work when it didn’t come to me. The freelance nature of the work also improved my time management and organisational skills, as all of the responsibility for the process as well as the product was on me.

Sep 2005 – Current: Novacare Property Services – Ad-Hoc Office Assistant

In this role that I work on an ad hoc basis, I have responsibility for creating and maintaining the process and workflows present in the administrative side of the business, which has augmented my organisational and communication skills as I am able to apply and modify my methods outside of academia.

Aug 2004 – Aug 2005 – Assistant Engineer to Barrington Pheloung (Composer for Film & TV)

Before I moved to Liverpool to study, I was employed as assistant engineer in the composer’s studio, which in addition to improving my communication and technical abilities taught me a lot about running an effective facility, both in terms of people and equipment. Being the junior member of the team, my major role was to anticipate any requirements that any member of the team may have had, and fulfil it before it becomes a problem.

Nov 2003 – Aug 2005: Part-Time Sales Assistant, Virgin Megastores

Reporting to the department managers, I was expected to provide customers with knowledge and guidance with regards to currently available to video games and music. This required knowledge and passion about the products as well as the communication ability to convey the information to them, whilst persuading them to make a purchase.

Aug 2002 - Sep 2003: Aventis Pharma – Analytical Scientist.

Working in the microbiology and chemistry departments, I was responsible for testing raw materials and manufacturing environments to ensure compliance with all NICE and FDA standards. Without excellent communication skills and dedication to learn the working methods, I could have made mistakes with grave consequences. I also gained good experimental skills, as well the ability to write up my results clearly and concisely for my superiors.

Education

I am currently studying for a BA (Hons) in Sound Technology at the Liverpool Institute for Performing Arts (LIPA). I am currently in my third year, having gained a 1st Class average for my first two years.

2003 – 2005: South East Essex College

BTEC National Diploma in Music Technology: DDD (Distinction in all modules)

1995 – 2002: Ilford County High School (boys’ selective grammar)

11 GCSE’s, including Maths Triple Science and English:

2 AS Levels, including Maths

3 A Levels, including Business and Physics

References

References available on request.