

Jacopo Consonni

info@outerrimsounds.com

+44 7460 289196

www.outerrimsounds.com

Sound Design and Audio Post Production

Selected Credits

Sound Design & Post Production

- *Neighbourhood Blues* - SE 9 (2018) - TV Series - Dialog editor, sound effects editor
- Speedo, *S118 H2O Econyl* - Sound effects editor, re-recording mixer
- Speedo, *S118 Competitive Lifestyle Shoot* - Sound effects editor, re-recording mixer
- Speedo, *SPEEDO ON* - TV commercial for Eurosport UK - Sound effects editor, re-recording mixer, dialog editor
- Speedo, *Autumn/Winter 2018 campaign* - Sound effects editor, re-recording mixer, location recordist, dialog editor
- Lacoste, *Autumn/Winter 2016 Global Campaign*. - Sound effects editor and re-recording mixer
- Canterbury of New Zealand, *Only the committed* video series (2016). - Sound effects editor and re-recording mixer, dialog editor
- *The Fisherman* - Documentary by Even Martinsen - Sound effects editor, dialog editor, re-recording mixer Stereo + surround 5.1
- *Beyond The Blue - Swim Dem Crew* (2017) documentary by Stuart Ross-Sheran - dialog editor, sound effects editor, re-recording mixer
- *The Rizen* (2017) feature film by Matt Mitchell, Taliesyn Mitchell. - Sound effects editor (firearms/gore/combat), foley editor, re-recording mixer, dialog editor
- *Sasquatch* (2016) feature film by Rob Luke - Sound effects editor, Atmos, Dialog Editing, re-recording mixer

Jacopo Consonni

info@outerrimsounds.com

+44 7460 289196

www.outerrimsounds.com

- *Intrade Building (2016)* corporate video. - Sound effects editor, re-recording mixer.

Sound Design for live events

- *Ouija - La villa dei fantasmi (2018)* Live action role-playing game by Terre Spezzate. SFX + Atmos + Dialogs - Sound Effects editor, re-recording mixer, sound system installation
- *ICARUS - A larp in space (2017)* Live action role-playing game by Terre Spezzate. SFX + Atmos + AI interface and dialog - Sound Effects editor, re-recording mixer, sound system installation
- *ICARUS - A larp in space - TRAILER - (2017)* Live action role-playing game by Terre Spezzate. - Sound Effects editor and re-recording mixer
- *Halloween (2016)* sound installation for live action role playing game at Visconti Castle dungeon, Trezzo Sull'Adda (Milan) - Sound effects editor
- *Excalibur* laser tag arena, Bergamo (Italy) - Sci-fi sound installation/soundscape, Sound effects editor

Studio Music Recording

- [Oneeva](#) - *Purity* EP, *Cores and Shells* single - Vocals Recording

Live Music Recording

- *Metal Hammer Golden Gods*, all bands live sets 42 Ch recording (08/11/2015) - Indigo at the O2 Arena
- Cherie Currie (08/11/2015) - The Underworld, Camden

Experience and proficiencies

[Outer Rim Sounds](#) 2014 - Present

Sound designer - Sound for advertising, TV, corporate videos, short/feature films, soundscapes for live events

Jacopo Consonni

info@outerrimsounds.com

+44 7460 289196

www.outerrimsounds.com

Awards

Sonic Sound Award

Judge: Ethan Lewis Maltby

Nuno Leite Memorial Award

Judge: Dominic Fitzgerald

Skills Overview

- Sound Design - producing audio assets using field recordings, sound libraries and software synthesizers (MIDI). Capable to process the assets through several plugins and parameters automation.
- Foley Recording - Performing, recording and editing Foley spot effects.
- Dialogue Recording - Setting up microphones and mixing desks for voiceover recording. Dialog recording and editing.
- ADR - Automated dialog replacement lines recording and matching to picture.
- Re-recording mix - Delivering stereo or surround 5.1 mix on all the common DAWs and using digital control surfaces, as Avid S6.
- Middleware - Implementation using Wwise, 3D audio parameters, *Real Time Parameter Controls* (RTPC) and *High Dynamic Range* (HDR) audio mixing.
- Sound Miner 4 Pro.
- Currently learning: *Pure Data/ Supercollider* sound Synthesis.

Softwares skills

DAWs

Pro Tools 10 - 11 §

Reaper 4 - 5

Jacopo Consonni

info@outerrimsounds.com

+44 7460 289196

www.outerrimsounds.com

Ableton Live 9

Logic 9 - X

Audio software and middlewares

Soundminer 4 Pro

Izotope RX

Melodyne

Audiokinetic Wwise

Unity

Cycling '74 Max 6 - 7

Pure Data

Izotope RX 4 - 5 - 6

Hardware Skills

Avid S6 control surface

Sound Devices 552 - 663

Coding Languages

Html, CSS.

Generic software skills

MS Office 2015

Windows and Mac Os operating system - troubleshooting and file system

Education

Jacopo Consonni

info@outerrimsounds.com

+44 7460 289196

www.outerrimsounds.com

2013 - 2016

Ravensbourne College of Design and Communication - BA Sound Design
First Class Honours

2008 - 2013

Classical Lyceum *Paolo Sarpi* (BG, Italy) - Esame di Stato - Baccalaureate

Interests

Sound art, guitar playing, films, music, video games, web design.