Dylan Barber

Freelance Audio Engineer Curriculum Vitae

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Enthusiastic and reliable award-winning sound engineer. I work in live sound, recording, mixing & mastering, and broadcast and I have experience of a wide range of projects and events.

Qualifications and Achievements

GCSEs, Acle Academy	
English Literature & Language	Level 5
Mathematics	Level 4
Science	C
Music	C
German	B
Graphics	A*
ICT	A*
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RSL Extended Diploma, Access Creative College	
Studio and Live Sound	Distinction*
FdSc, Nottingham Trent University	
Audio & Music Technology	1st
BSc, Nottingham Trent University	
Audio & Music Technology (top up year)	2:1
Audinate Dante Audio Networking Certification	
Level 1 & 2	Passed
Total Production International Magazine	
Production Futures Breakthrough Award	Winner
Safe Sets International	
COVID-19 Level A Certificate	Complete
IPAF Certification	
Push Around Vehicles	Passed

Key Competencies

Software Competencies include: Avid Pro Tools Logic Pro X Audinate Dante Virtual Soundcard, Controller and Via Figure 53 QLab Microsoft Office Suite Google Workspace Suite Adobe Photoshop

Hardware Competencies include:

Yamaha M7, CL, QL and TF Allen & Heath Qu, GLD, SQ, dLive and Avantis Soundcraft Vi and Si Midas M32 Behringer X32 series

Comfortable with analogue mixing consoles

I am able to setup Dante, GigaAce, Madi networks and more, and I am comfortable with complex routing concepts.

Work & Industry Experience

YouTube playlist of work: <u>https://bit.ly/dBPortfolio</u>

Freelance Sound Engineer ------ 2019 – Present My freelance work as a sound engineer includes working on a range of projects from studio or location recording, broadcast and live shows, filling positions of front of house, monitor, recording, mix or mastering engineer. Freelance clients include:

- The BBC
- NPR (Tiny Desk)
- Deutsche Gramaphon
- Epic Studios Broadcast & Live Events
- Wordplay Magazine
- Norwich Arts Centre

ACC Norwich Music Tech Tutor ----- 2021 – Present In 2021 I filled a part time role as Music Technology Tutor at Access Creative College in Norwich. This role includes training students for the world of work in the music industry, whether this be teaching live sound, AV, or studio recording. The position also entails training students in the field, at events such as Latitude Festival and other projects.

Continued Overleaf

Wordplay Magazine Sessions Engineer —----- 2020 - Present Sound engineer for Wordplay Magazine's 'Wordplay Sessions' series. The role includes working with a range of artists and teams to produce recording systems on location (sometimes in spaces with limited access, power or space), as well as working with teams in post production phases to mix and master performances.

BBC Broadcast Assistant ------ 2018 – Present Broadcast Assistant for BBC Norfolk, producing and mixing live musical performances (soloists, duos, and bands) on air as well as facilitating and recording location-based projects.

OPEN Norwich AV Technician ------ 2018 – 2019 Audiovisual technician at OPEN Norwich, formerly the UK's biggest participant in independent venue week; 1500-capacity main room and a 400-capacity club. Lead sound technician from 2019 onwards, part of a team involved in a full PA system upgrade with KV2 Audio. Responsible for the operation of Yamaha CL & QL Consoles for a range of events comprising of live music, club nights, conferencing, dance and more. Departed in October 2019.

Wild Paths & Wild Fields Festival ------ 2019 & 2020 Sound technician across three venues during Wild Path Festival's inaugural year in 2019. Lead sound technician at headline venue, including monitors for festival headliner José González. Monitor engineer for Wild Fields Festival, two days of outdoor socially distanced live music.

'Head Out Not Home' Festival ------ 2018, 2019 & 2021 Live sound engineer for Norca & Sistema in Norwich's *Head Out Not Home* events, held weekly throughout summer at outdoor locations across the Norwich city centre, funded by Norwich Business Improvement District. The challenges involved in these events include building stages and audio systems in places largely populated by the public, as well as adhering to amplified noise limitations in some areas.

References are available on request.