

Eric Gillingham
Sound Editor/Sound Designer/Audio and Video Post Production Specialist
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Employment History

Sound Editor/Sound Designer Monkeyland Audio, Inc Glendale, CA January 2021 – Present

- Sound effects editorial and sound design for television and feature films for major and independent production companies such as Netflix, Peacock, Disney, Amazon
- Mix stage editorial support for final mix and client playback.
- Self directed Foley recording and editorial for special projects.
- System Maintenance and troubleshooting editorial system
- Special field recording of custom FX on as needed basis.

Sound Editor Freelance/Warner Brothers Studios Burbank, CA August 2020 – October 2021

- Remote sound effects editorial and sound design for film and television for indie and major studio productions including HBO, Warner Brothers and Paramount Network
- Remote mix stage editorial support for final mix and client playback, remote editorial and mix session prep
- Co-supervision duties on lower budget indie projects with focus on creative storytelling through sound.

Audio Operator 2G Digital Burbank, CA January 2019-October 2020

- Foreign Language conform sound editorial to English Picture and Guide.
- Broadcast loudness spec compliance QC and fixes including R-128, Dialogue Normalization, etc)
- Dolby Atmos pre-qualification of foreign Atmos mixes for QC, conform, and re-render
- Audio restoration editing, artifact and noise removal, using EQ and iZotope RX and other post finishing tools.
- Creation and posting of 5.1/7.1/2.0 mixes and stems and D/M/E deliverables for high end studio clients such as Netflix, Amazon, Disney, etc.

Sound Editor/Conform and QC Deluxe Hollywood, CA October 2017-August 2019

- Foreign language conform sound editorial to English picture and guide, creation of 5.1/2.0 deliverables including DME
- Broadcast loudness spec compliance (R128, CALM, Dialogue Norm, etc) conforms and soft QC of foreign mixes.
- Full 100% audio QC of foreign deliverables and D/M/E stems
- Audio restoration of old sources digitized from Mag/1" tape, etc using EQ and iZotope RX

Encoding Operator NBC Universal Universal City, CA August 2014-February 2017

- File to file and file to tape encodes/transcodes from and to digital and analogue sources using various software and hardware such as Rhozet, Final Cut Pro, Adobe Premiere, DigiBeta, D5, HDCAM SR, etc.
- Dual Language Master Mezzanine file creation and editorial using Final Cut Pro and Adobe Premiere
- File to file format transcodes using Rhozet, Vantage, Premiere, Digital Rapids, closed caption creation and file injection
- Full and spot QC of client masters and deliverables, broadcast standards compliance fixes
- Print to tape from Final Cut Pro, advanced patching and routing using analogue (patch cables) and digital patch bays

Audio And Encoding Operator Technicolor Perivale London, UK October 2011-February 2014

- Laybacks/Laydowns of 5.1 and 2.0 Foreign Audio mixes to multiple tape formats including HDCAM SR, HDCAM, D5, Digitbeta using Final Cut Pro, Digital Rapids, etc., complex digital and analogue patching and routing.
- Broadcast loudness spec compliance conform (R128 / Dialogue Norm) and editorial fixes.
- Foreign Language and D/M/E conform editing to English Picture and guide track
- Audio Ingest from tape, Dolby SR noise reduction and minor audio restoration
- Full QC of 5.1 and 2.0 foreign language mixes, RNIB (Blind) Mix creation

Education

Bachelors Degree, Recording Arts/Minor in Music, Honors, Loyola Marymount University. 1995-1999

Pro Tools Certified Operator/Bootcamp, Certificate, Video Symphony (Burbank, CA US) 2004-2006

Masters Degree, Audio Production, Merit, University of Westminster (London), 2010-2011