

TOBY ELLIS

Media Composer

Film | Television | Games | Advertising

Contact www.tobyellismusic.co.uk

+Experience

- // Contract Audio Lead - Composer & Sound Designer **TOBY ELLIS MUSIC** Nov 2015 - Present Norwich, UK
 - + Primarily remote composition for interactive & linear media.
- // Audio Lead - Composer & Sound Designer **G.GAMES** Jan 2021 - Present London, UK
 - + Worked with the audio team as co-lead to create and implement audio assets for iOS and android games.
- // In House - Composer & Sound Designer **EPIC INDUSTRIES LTD** Oct 2021 - Present Woking, UK
 - + Assisted in creation, implementation and documentation of audio assets for themed iGaming titles.
- // Composer **UNIVERSAL PRODUCTION MUSIC UK** Feb 2020 - Present London, UK
 - + Worked with True Stories Ltd to produce music albums for commercials, films, games and channel branding.
- // Sound & Stage Production Technical Intern **Norwich Theatre Royal** Feb 2020 - April 2020 Norwich, UK
 - + Assisted in organising stage sound, lighting FX, event management, technical set design and construction.
- // Media & Technical Intern **BBC** Sep 2017 - Oct 2017 Norwich, UK
 - + Assisted with Live Television Broadcasting, Location Filming & Sound Recording, Video Editing & Sound Mixing, Music Supervision & Post Production Sound Editing, Music Scheduling & Live Sound Broadcast Engineering.
- // Community Assistant **EWM GROUP & HILCO CAPITAL** Apr 2014 - 2017 & Jun 2018 - Apr 2021 E.Dereham, UK
- // Music Tutor & Mentor **J.D.T. MUSIC ACADEMY LTD** Jul 2012 & Jul 2013 - 2015 Aug E.Dereham, UK
 - + Taught drums from grades 1-8, went to local schools and held percussion/voice sessions.

+Credits

Games

- // Composer & Sound Designer **ONE WILD NIGHT (PC)** by ValkijaDev @FreeRadicalDesign in early dev 2022
- // Composer & Sound Designer **DEAD MAN'S FINGERS (iOS)** by G.Games, Yggdrasil Jan 2022
- // Composer & Sound Designer **BANANA SPLIT (PC)** by Epic Industries Ltd Jan 2022
- // Composer & Sound Designer **CTHULHU (iOS)** by G.Games, Yggdrasil Dec 2021
- // Composer & Sound Designer **CLOVER THE RAINBOW (iOS)** by G.Games Nov 2021
- // Composer & Sound Designer **CHRISTMAS IN PAPERTOWN (PC)** by Epic Industries Ltd Nov 2021
- // Composer & Sound Designer **ASTRA-EOLOGY (PC)** by ValkijaDev @FreeRadicalDesign Jan 2020
- // Composer & Sound Designer **LANCASTER (PC)** by ValkijaDev @FreeRadicalDesign Jan 2019

Short Films

- // Composer & Sound Designer **IMAGINARY** by Megan Ryan 2020
- // Composer **I, FLORENTINA** by Mandy James 2019
- // Composer **A LIGHT REMINDER** by Megan Ryan 2019

TV

- // Composer **THE ONE SHOW BBC ONE [Prime Time Slot]** 2019
- // Composer **PARADISE HOTEL TV3** 2020
- // Composer **CBN NEWS DISNEY ABC** 2019
- // Composer **D-DAY MINUTE BY MINUTE CHANNEL 5** 2021
- // Composer **THE PROJECT NETWORK 10** 2020
- // Composer **DOG ALMIGHTY TN NZ** 2021

+Proficiencies

// Knowledge

MIDI composition • sound editing • sound design
ADR recording & directing • foley field recording
orchestration • music theory • percussion

game design • basic C++ programming • visual
scripting audio • audio synthesis

// Software

Logic Pro X • Cubase 11 • Pro Tools
Wwise • iZotope RX Audio Editor • Unreal
Unity • Music Notation Softwares • Fab Filter

Da Vinci Resolve • Adobe Audition • Reaper
Reason •

+Education | University of Hertfordshire | Hatfield, UK

MSc Music & Sound For Film and Games | 4.0 GPA & Arts Student Representative

BSc (Hons) Music Composition and Technology for Film & Games | 4.0 GPA