

SHUMA BEGUM

Multi-disciplined
Audio Artist

Contact Information

London
07446990568
shumab45@gmail.com

Skills

- Audio Assets
- Audio Equipment
- A-V
- Pro Tools 101 Accreditation
- Touch Designer
- Ableton
- Davinci Resolve
- Unity (intermediate)
- Microsoft Excel
- Artist Ability
- Thinking and Reasoning Qualification
- Communication Ability
- Drawing
- DJ

Languages

- English
- Bengali

Self-motivated Audio Artist, with 3 years of experience in sound design, foley, audiovisuals, music production and DJing. I consider myself an amorphous person, that thrives on a challenge and is motivated to learn, grow and excel in the audio industry. Excellent reputation for being creative, passionate and innovative, whilst always having a bright smile on my face.



Employment History

Sound Designer Feb 2020 - Sep 2020
Independent Animation House • London

Using a variety of plug-ins and synthesisers to create original sound designs.

Managed and converted all audio assets for compatibility and optimization, and actively maintained audio data repository for all apps.

Provided seamless integration of original audio assets with previously produced and licensed audio material.

Create original music scores and transitional music.

Use Pro Tools to arrange and manipulate audio in order to generate multiple audio tracks that meet television industry standards.

Edited the final project on Pro Tools Ultimate, including sound design, mixing, music editing and audio sweetening.

Foley Artist Jan 2021 - May 2021
Blender Animations • London

Constructing creative foley sounds to provide an immersive experience for the audience.

A highly experimental and unorthodox approach to creating sounds for an otherworldly genre of animation.

Used Pro Tools Ultimate to arrange and manipulate audio in order to generate multiple audio tracks that meet industry standards.

Curating the correct environment to suit the live recordings, of foley sounds, to take place.

Final editing in Pro Tools Ultimate.

Sound Editor Jun 2021 - Oct 2021
Indie Film Collective • London

Edited Sound FX, Dialog, BG, ADR, Foley, and Music for the short film.

Provided seamless integration of original audio assets with previously produced and licensed audio material.

Managed and converted all audio assets for compatibility and optimization, and actively maintained audio data repository for all apps.

Design, record and edit all sounds using Pro Tools.

Worked with the director to gain an insight into the vision for this short film and created audio based on the design brief.

Produced a through audio library.

Audio Visual Technician Mar 2022 – Mar 2022

Iklectic • London

Used Touch Designer software to build complex series of networks, that formed audio-reactive visuals for a live performer.

Controlled the visuals in a live setting, alongside the artist in the ambisonic venue.

Visuals were created on the spot, for performers that approached me last-minute at the event.

In charge of setting up, and taking down technical equipment.

Created visuals based on the design brief provided by the artist.

Visual Artist Dec 2021 – Present

Self Employed • Londonderry, NH

This is the current project I'm working on that will be available to view in July 2022.

It is a coagulation of the various disciplines I have learned over the years, showcased in one art piece.

The project is called "In My Element". It consists of a 4 part video series that is inspired by the four elements of nature, (earth, fire, air and water).

This video series will be accompanied by music, poetry, foley, sound design, surround mixing and audiovisuals.



Education

Bachelor's BSc Music and Sound Design Sep 2019 – Present

London South Bank University • London Britain

Level 3 Subsidiary Diploma in Business Sep 2016 – Sep 2018

City of Westminster College • Londonderry, NH