

# **Amanda Sweta Dsouza**

Audio Engineer - Mixing Engineer

Email: [amandasweta@gmail.com](mailto:amandasweta@gmail.com)

Mobile: 07424305344

[LinkedIn](#) [Portfolio](#)

## **PROFILE:**

Highly skilled and detail-oriented Mixing Engineer with a passion for shaping sonic landscapes and enhancing the overall impact of music production. From balancing tracks to achieving clarity and depth in the mix, my goal is to deliver polished and captivating audio that elevates the artist's vision. I am looking for a role in which I can use my skills in creating emotionally impactful and unforgettable music that enhances the narrative of visual media and leaves a lasting impression on the audience. A keen eye for creativity and uniqueness is characteristic of my work.

As a musician, I am able to communicate clearly with clients and facilitate the success of projects.

## **SKILLS:**

- DAW- Ableton Live, Pro Tools, Cycling 74' Max 8, Logic Pro X, FL Studio
- Middleware -FMOD
- Software - REW, SketchUp
- Computer languages- MATLAB, Max Msp, Pure Data
- Game Engines- Unity
- Musical Instruments- Electronic Keyboard, Guitar, Ukulele, Piano, Vocals
- Strong understanding of music theory and the ability to read and write music notation.
- Adaptable and open to feedback, continuously refining compositions to meet the project's vision.
- Strong understanding of sound processing and audio effects to enhance the quality and creativity of productions.

## **DAW CERTIFICATIONS:**

Avid Pro Tools: Pro Tools 101( Jan 2022)

## **MUSIC CERTIFICATIONS:**

- Completed Grades 1 to 5 in Music Theory through Trinity College London with distinction in each (2014-2019)
- Completed Grades 1 to 5 in Keyboard Practical through Trinity College London with distinction in the first four grades and first class in grade 5 (2014-2019)

## EDUCATION:

- Birmingham City University, UK (2019-2022)  
BSc. Music Technology (no placement)- 2nd Class with Honours (2:2)  
Modules Included:  
First year: Digital Audio Fundamentals; Fundamentals of Acoustics; Sound Recording; Audio Electronics; Music Studies; Sequencing and Synthesis.  
Second Year: Music and Critical Studies; Digital Signal Processing; Music and Audio Industries; Recording, production and Delivery; Sampling, Editing and Production; Acoustic Applications.  
Third year: Multi-channel Sound Production; New Interfaces for Musical Expression(NIME); Game Audio; Production and Delivery; Individual Honours Project.
- Fr. Agnel Multipurpose High/Higher Secondary School, India (2011-2019)
- Marina English High School, India (2008-2011).

## EXPERIENCE / PROJECTS:

- Recording sessions with Musicians and other sound engineers: Experience achieved during a 3-year degree course.
- FPP Shooter Game (Group Project): Video Game Sound Design
- Tangled Movie Clip: Sound Design for 5.1 Surround Sound
- NIME Project: 'Voice-Rec-Looper' (max msp interactive system) created entirely in Max 8 ([link](#)).

## ADDITIONAL EXPERIENCE:

- Represented high school in elocution competitions several times and secured podium finishes in a few of them; represented the high school in the spelling bee, the bard and general knowledge competitions (2014-2016).
- Secured podium finish in general proficiency every year during high school (2010-2016). School topper of the 2015-2016 SSC batch with 90.66%
- Represented higher secondary (2018) in the Elocution competition and won 1st place with a rolling trophy.

## HOBBIES:

- Reading: I love reading books/novels having humour; genres like adult fiction, comedy, and thriller are my top choices.
- Movies: I'm a movie Enthusiast: Horror, thriller, fiction and non-fiction, gore, animated, and survival are my preferred genres.
- Philomath: Love learning new distinct skills like coding, directing, producing, writing, animation, etc.

- Performing on stage (vocals and electronic keyboard) and Volunteering in music festivals and gigs.

*If you require any further information, please do not hesitate to contact me. I have provided a link to my portfolio for your attention.  
I am available for an interview at your convenience.*