

# Amanda Sweta

SOUND DESIGNER - AUDIO EDITOR

## PROFILE

Detail-oriented sound designer and audio editor proficient in enhancing visual narratives through precise audio editing and audio cleaning/mixing across various media formats such as podcasts, videos, and VR. Skilled in operating DAWs and audio equipment for track mixing and editing. Also talented in creating spatial sound design, building ambiances, and composing soundtracks.

As a musician, I am able to communicate clearly with clients and facilitate the success of projects. Possessing a valid driver's license, I'm flexible for travel or commuting.



+44 7424305344



amandasweta@gmail.com



B24 8PP, Birmingham, UK



[Portfolio](#)

[Linkedin](#)

## SKILLS

- DAW- Ableton Live, Pro Tools, Logic Pro, Cycling 74' Max 8
- Middleware - FMOD (basic)
- Software - REW, SketchUp, Illustrator
- Computer languages- MATLAB, Max Msp, Pure Data
- Game Engines- Unity (basic)
- Web Development: HTML and CSS for creating and styling web pages.
- Musical Instruments- Electronic Keyboard, Guitar, Ukulele, Piano, Vocals.
- Proficiency in Microsoft Office and data input applications
- Skilled in HTML/CSS web development.

## EDUCATION

### BSC. (HONS) MUSIC TECHNOLOGY

Birmingham City University (2019 -2023)

### SECONDARY SCHOOL

Fr. Agnel Multipurpose School (2012-2019)

### PRIMARY SCHOOL

Marina English High School (2008-2012)

## WORK EXPERIENCE

### FREELANCE - SOUND DESIGNER

Birmingham (Remote) 01/2023- Present

- Collaborated with producers and clients remotely to create sound design for projects

### ASSISTANT SOUND ENGINEER (PROJECT PARTICIPANT)

Birmingham City University 09/2022 - 01/2023

- Prepared for recording sessions by selecting and setting up microphones.
- Regulated volume level and sound quality during recording sessions.
- Developed strong communication and organisational skills through group projects.

## PROJECTS

- Recording Sessions: Enhanced audio quality and contributed to seamless production flow by collaborating with musicians and sound engineers during a 3-year degree course.
- FPP Shooter Game: Designed immersive audio environment in collaboration with a developer and fellow sound designers.
- Tangled Movie Clip Sound Re-Design- Implemented 5.1 surround sound, focusing on spatialisation and ambience.
- NIME Project: Created 'Voice-Rec-Looper' interactive system using Max 8 ([link](#)).
- Personal Project: '[Dreaming Soul](#)' lofi music

## ACCOMPLISHMENTS

- Public Speaking: Represented high school in elocution, spelling bee, bard, and general knowledge competitions, achieving podium finishes (2014-2016).
- Academic Achievements: Consistent top performance as school topper with high grades.
- Elocution Competition: Won 1st place at the higher secondary level with a rolling trophy.
- Stage Performance: Demonstrated musical talent through performances on stage, including playing electronic keyboard, singing, and contributing to church choir.

## DAW CERTIFICATION

Avid Pro Tools: Pro Tools 101( Jan 2022)

## MUSIC CERTIFICATION

Completed Grades 1 to 5 in Music Theory and Keyboard practical through Trinity College London with distinction in each (2014-2019)

## LANGUAGE

English  
Portuguese  
Hindi

**WILLING TO RELOCATE\***