

João Almeida

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Rua Pereira Reis 142, 4200-445 Porto, Portugal

Summary:

I'm a well-rounded Sound Designer with experience in most aspects audio production and post-production. I have worked in challenging positions and have helped the sound creation and design for several projects. Proficient using industry standard software: ProTools, Logic, Wwise, MaxMSP, SoundParticles.

Work Experience:

Sep 2017 – Present

Assistant Professor

School of Arts, Catholic University, Porto, Portugal

- Teaching Digital Sound Editing (optional course for the B.A. in Sound and Image).

Feb 2017 – Present

Location Sound | Post Sound | Live Sound

Self-employed, Porto, Portugal

- Post-Audio editing and mix of linear media projects;
- Front-of-house mixing for live music shows and cultural activities.

Jun 2012 – Oct 2015

Location Sound | Post Sound | Live Sound

Self-employed, Porto, Portugal

- In charge of the recording and post-audio design for several linear media projects;
- Collaborated and communicated with several different groups of professionals;
- Gathered considerable empirical knowledge about recording and post-audio;
- Contracted for the design of the sound effects for a video-game;
- Front-of-house mixing for several music shows and cultural activities.

May 2014 – Jul 2014

Location Sound/Post Sound Intern

Vende-se Filmes, Lisbon, Portugal

- Learned from industry experienced professionals;
- Recorded and designed the sound for a short-feature film;
- Planned, recorded, edited and mixed dubbing sessions for a cartoon show and other VO recording sessions;
- Location recording and on-set sound assistant for national TV show;

Education:

- **Sound Design for Visual Media Diploma** Oct 2015 – Oct 2016
Vancouver Film School, Vancouver, BC, Canada
- **M.A. in Sound and Image: Sound Design** Sep 2012 – Dec 2014
Catholic University, Porto, Portugal
- **B.A. in Sound and Image** Sep 2009 – Dec 2012
Catholic University, Porto, Portugal

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Skills:

Practical Skills:

- Sound Recording (Location, Field and Foley)
- Sound Edit/Design
- Mixing
- Dialogue Recording/Edit
- Synthesis and Sampling

Software Skills:

- DAWs: ProTools, Logic, Reaper, Live
- Game Audio Integration: Wwise, Fmod
- Visual Programming: MaxMSP, PD
- Third Party Audio Plug-Ins: Native Instruments Komplete, Waves Plug-Ins, GRM Tools, Izotope RX, Sonnox Plug-ins, etc.
- Audio Standalone Applications: SoundParticles, SoundMiner
- Game Engines: Unity, Unreal Engine;
- Text and Spreadsheet: MS Office and OpenOffice

Hardware Skills:

- Field Mixers/Recorders (Zoom, Roland, SoundDevices, Tascam, etc.)
- Microphones (AKG, Sennheiser, Neumann, Schoeps, etc.)
- MIDI controllers (M-Audio, Digidesign, AVID, Akai, etc.)
- Synthesizers (Doepfer, Roland)
- Interactive OSC controllers (Wii Remote, Kinetic, iPad)

Soft Skills:

- Hardworking and attentive to detail
- Results oriented attitude;
- Confident, dependable and reliable;
- Knowledgeable but focused on professional and personal improvement;
- Sociable personality and able to communicate ideas clearly and concisely;