

ben ottridge

Sound designer and editor
Typesetter and graphic designer

benottridge.co.uk
benottridge@gmail.com
linkedin.com/in/benottridge

CORE SKILLS

- Comfortable with both Windows and Macintosh operating systems.
- Audio Production: extensive experience with Pro Tools, Cubase and Audacity. Experience in sound design, audio editing and audio cleanup, along with an understanding of spatial audio and Dolby Atmos, usage of Avid S6 desk and experience with FMOD and Unreal implementation for videogame audio.
- Design: extensive experience with Adobe Creative Suite, in particular Photoshop and InDesign. Working knowledge of Dreamweaver and Illustrator.
- MS Office applications: including extensive usage of Word, Excel and Outlook as well as experience of Access and PowerPoint.
- Internet: experienced user, including extensive usage of FTP client software, web-based control panels and e-mail, as well as experience with HTML and CSS.

Individual/group project management

- Timetable and delegate all tasks efficiently.
- Manage personal time in order to meet deadlines.

EXPERIENCE/EMPLOYMENT HIGHLIGHTS

September 2010 – present: Freelance audio professional/graphic designer

I currently work freelance for various clients on sound design, audio editing and audiobook production & consultancy. As well as this I do graphic design focusing mainly on book publishing; typesetting and eBook conversion as a specialty.

August 2006 – August 2010: Digital Publishing Manager, Summersdale Publishers Ltd, Chichester

This was a multi-faceted role that developed out of a trainee design position. My IT skills enabled me to take on and run the fledging eBook department, as well as starting up and running the digital audiobook department. Alongside these main duties I also typeset books when the design department needed extra help and looked after IT within the company, installing and updating software and fixing computer problems. I also worked for a time within the corporate video arm of the company, where I assisted on shoots and looked after all the audio requirements.

SELECTED CLIENTS/PROJECTS

Big Finish

'Doctor Who - 6th Doctor Adventures: The Key to Many Worlds' – December 2023

Sound design and editing for new audio drama episode due for release March 2024

'Doctor Who - 6th Doctor Adventures: The Wrong Side of History' – July 2023

Sound design and editing for new audio drama episode released August 2023.

'Space 1999: Skull in the Sky' – December 2022

Sound design and editing for new audio drama episode released May 2023.

Anderson Entertainment

'Thunderbirds: Danger and Deception' – July/August 2023

Sound design and editing for new 4 story audio drama boxset released September 2023.

Phillipe Boshier – October 2021

Editing, sound design and sound effects editing for audio showreels.

Audible Studios – 'The Sandman – Act II & Act III' – March 2021

Dialogue editor for James McAvoy, Miriam Margolyes and Kevin McNally.

Farrago Books – March 2021-present

Consultant producer for audiobooks; advising on Ian Moore's 'Death &...' series and new versions of classic Victor Canning stories.

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Lordington Lavender – July 2020

On location interview and field recording, and post production editing for promotional film, working in conjunction with Feel Good Films.

Weald & Downland Living Museum – October 2019

On location voiceover recording and post production editing for 50th anniversary video, working in conjunction with McFaul+Day.

Summersdale Publishers Ltd – 2010–present

Ongoing freelance contractual role producing audiobooks, video trailers, designing books, ancillary print & web marketing material and converting & managing the eBook list.

PERSONAL QUALITIES

- Enjoyed and have proven successful working both in a team situation and as an individual.
 - Independent learner – have acquired broad knowledge from sources outside the workplace and educational environments.
 - Well organised, focused and conscientious.
 - Trustworthy
 - Flexible
 - Punctual
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EDUCATION AND QUALIFICATIONS

09/22 – 03/23 Institute of Contemporary Music Performance, London

Post Production Sound for Film, Game and TV industry course, including specialism in usage of Avid S6, Dolby Atmos and spatial audio, and FMOD and Unreal for video game audio.
Pro Tools 101 & 110 courses

09/10 – 06/11 Northbrook College, Worthing

BA Music Production (Second Class Honours, Upper Division)

10/02 – 06/04 South Downs College, Waterlooville

Higher National Diploma in Music Production (Distinction profile)

09/94 – 06/01 Chichester High School

A-levels in Geography, Physics and General Studies
11 GCSE's (A*-B)

INTERESTS

Music production and performance, mountain biking, spending time with my daughter.