

Federico Baltazar Oliva Crespo – Audio Producer / Designer

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Summary / Profile:

BSc (Hons) qualified Audio Producer / Sound Designer with an extensive earlier background in IT Support, expert in creating high-quality audio productions across media environments to meet the creative brief. Key strengths include: delivering field, studio & Foley recording to create innovative sound solutions that drive the creative vision; editing & mixing of both sound & music utilising industry leading DAWs including Pro-Tools; expert in a wide variety of stereo & mono microphone recording techniques to drive production efficiency; and leveraging wide-ranging experience as an IT Specialist to define targeted hardware solutions which deliver the best possible technical specs for each unique production.

Key Skills:

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| <ul style="list-style-type: none">▪ Audio / Music Production▪ Studio / Field Recording▪ Pro-Tools / Logic / Cubase▪ Voice Overs▪ Unity Engine▪ FMOD▪ Windows / Mac Experience | <ul style="list-style-type: none">▪ Sound Designer▪ Mixing / Mastering▪ Microphone Recording Techniques▪ Foley Recording▪ SFXs▪ Singer / Songwriter▪ Live Performance |
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Career Highlights:

- SAE required production/design of a radio novel based on a short comic & promo for a musician interview. As Sound Designer/Producer, delivered the radio novel & interview promo. Analysed materials; assessed/calendared production requirements; designed base Pro-Tools sessions; defined sound effects/voice overs; mixed/equalized/filtered frequencies; and liaised with client/modified content based on client feedback. Succeeded in delivering the project ahead of timescale while saving part of the budget, receiving highly positive client feedback.
- The Link, a pop acoustic band, required production of a single. As Music Producer, recorded & mixed the single. Advised band on potential single concepts; coordinated studio/musician availability; led pre-production; arranged song/rehearsed band; individually recorded voices/instruments; edited/mixed single; and presented rough mix/applied final changes. Succeeded in delivering a high-standard production on time/budget, distributed widely on social media on sites including Spotify, iTunes and radio.
- GGJ required audio FX for a game demo, 'Solstice', to align with visuals. As Audio Designer/Producer, defined/delivered SFX & music for the game. Discussed game/SFX concepts; tested sound libraries/identified best sounds; created diverse sound effects using Pro-Tools; created 4 different atmospheric background music; selected final SFX/music; and prepared sound/music files to merge into game. Succeeded in delivering a creative SFX & music production in a short timeframe, receiving highly positive reviews & feedback.

Career History / Experience:

Employer: Various Clients
Position: Freelance Audio Engineer / Music Producer
Dates: 2012 to present

- Deliver studio recording sessions for various musicians, recording and mixing song/s using professional recording desks, audio equipment and Pro Tools.
- Deliver Sound Effects Recording and Post Production, creating sound effects from samples or recorded sounds and recording different audio samples in studio and on location.
- Key clients include: DOGOS; MCM ComicCon; James Jamp; Pietro Fornara; The Dadda's; and El Link.
- Manage the sound recording and production, and supervise pre-production.

- Control the audio console to adjust the mix and sound of the recording.
- Identify sound and tone that a specific genre or style of music requires.
- Work closely with artists and help them to improve their songs and propose changes to the song arrangements.
- Coach the singers and musicians in the studio.
- Skilled in using Pro-Tools, audio equipment and multiple microphone recording techniques.
- Voice-Over recording and acting.
- Skilled in synchronization of audio with video.
- Deliver live recording sessions both in the studio and in the field.
- Edit and align sound-to-picture, mixing in stereo and surround-sound formats.
- Experience using and troubleshooting Windows and Macintosh operating systems.
- Experience working with Pro-Tools.
- Able to work with equal effectiveness solo and as part of a project team.

Key Projects & Achievements:

- Produced single, 'Music Producer/Sound Engineer' for El Link, an acoustic pop band.
- Radio novel & Radio Music promo, Audio Producer/Designer
- James Jamp, 2 singles, Audio Engineer.
- Global Game Jam 2016 - Solstice, Audio Producer/Designer
- MCM Comicon 2016, Sound Technician
- DOGOS, Recording and performing Voice Overs in early stages.

Employer: Balth
Position: Singer / Songwriter / Audio Engineer & Producer
Dates: 2006 to present

- Provide Acoustic Guitar and Vocals for this Grunge-Rock-Pop group, acting also as Audio Engineer & Producer.

Freelance Production Credits:

- **Gaming: Global Game Jam – Solstice (2016)**
Sound Designer / Producer
- **Conference: MCM Comicon (2016)**
Sound Technician
- **Gaming: DOGOS (2015)**
Audio Engineer / Producer / Voice Actor
- **Music: Single: James Jamp (2014)**
Music Producer/ Audio Engineer
- **Music: Single: Pietro Fornara (2014)**
Music Producer/ Audio Engineer
- **Music: Single: The Dadda's (2013)**
Music Producer/ Audio Engineer
- **Music: El Link (2012)**
Music Producer / Sound Editor / Music Arranger / Audio Engineer.

Relevant Earlier / Concurrent Career:

- 2014 to 2015: BNP Paribas: L1 Remote Support Analyst
- 2009 to 2009: C.I.T.E.C.H: IT Essentials Instructor
- 2008 to 2010: IBM: Software Packager & IT Specialist
- 2007 to 2007: Equilibrio (Prog Rock/Pop Band): Lead Singer/Composer

Training / Qualifications / Certifications:

- BSc (Hons), Audio Production: SAE Institute – London, UK
- Audio Engineering Diploma: SAE Institute - Madrid, Spain
- Music Composition and Guitar theory studies: “Juan José Castro” Conservatory of Music
- Cisco IT Essentials Instructor Course
- CCNA (Cisco Certified Network Associate) certificate
- PC Assembly and Repair Course

Links:

- Balth - Singer/Songwriter
<http://balth.co.uk/>
- Audio Story Composition
<https://soundcloud.com/balthofficial/a-natures-machine-journey>
- Singles Produced: James Jamp, Pietro Fornara, The Dadda's
<https://soundcloud.com/balthofficial/sets/mixes-productions>
- Single: Mi Golosina - El Link
<https://www.youtube.com/watch?v=-Y1p5AECxfo>
- DOGOS Voice-Overs
<https://soundcloud.com/balthofficial/sets/videogame-voice-overs>
- Music Radio Promo + Radio Novel
<https://soundcloud.com/balthofficial/sets/post-production>
- Global Game Jam 2016 - Solstice
<http://globalgamejam.org/2016/games/solstice>
- Foley/Voice-overs - Bavaria Commercial
<https://www.youtube.com/watch?v=MqBQKNFM0y4>

Technical Knowledge:

- Hardware: Microphones; Mixing consoles (Neve VR Legend, SSL 4000 G+, Tascam DM4800); Computers and peripherals; Monitors; Guitar
- Software: Pro-Tools; Logic; Cubase; Windows OS; MAC OS; Waves; Unity Engine; FMOD; Basic C#
- Production: Microphone recording techniques; Studio Recording; Foley; Live audio; Mixing; Editing; Post Production; Radio; Boom Operator.
- Art: Singing, Song-writing; Guitar Playing; Voice Acting (Voice-Overs)

Personal Details:

- Address: 182 Brooke Road, London, E5 8AP
- Languages: Spanish (native), English (fluent)
- Driving Licence: Full EU

Recommendations:

“Federico is a very creative and professional person. Working with him was a pleasure!” Manuel Correa Luna, Music Producer, OHM MUSIC STUDIO

“Federico is very tenacious and puts a lot of energy in his projects. Is willing, honest, knows how to share and work in groups to reach the assigned objectives” Enrique Crespo, Director, CITECH