

AXEL DRIOLI

Immersive Audio Producer and Designer

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14 Alexandra Drive,
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I am a determined, professional and storytelling passionate audio engineer always looking for new sound adventures. I am constantly developing recording, mixing and mastering skills by using different production methods, fully focusing my work into innovative Immersive Audio for Virtual Reality and multichannel surround systems for storytelling.

Digital workflow, analog sound, detailed organization and pre-production, advanced signal flow, transparency and clarity, mixing ideology, Spatial Audio, multi-channel loudspeaker system, psychoacoustics, surround mixing, tight low end.

I removed "sacrifice" and "to try" from my dictionary. Everything is possible.

Member and volunteer of the Audio Engineering Society.

Also member of the Association of Sound Designers, Institute of Professional Sound and Institute of Acoustics.

January 2016 - Present | London, UK

Freelance Immersive Audio Producer

Specialised in Spatial Audio at every stage of the production process

Detailed pre-production with director and client, to properly understand how to approach the production.

High end equipment used, sponsored by various audio companies such as Rycote and KEF Audio.

Experience in immersive sound recording on various locations, for example from European city centres, to African refugee camps, to wild areas such as deserts, always with reliable and high end equipment.

Post production comprehensive of editing, ADR, spatial sound design and foley, mixing and mastering using customised workflows depending on the needs. Software involved are Reaper (or Pro Tools), Blue Ripple Sound, Spat and more.

Final product delivery for various platforms such as YouTube360, Facebook360, Oculus Rift, HTC Vive, domes with customised arrays of 20+ speakers and any other new platform available

Clients are VISUALISE, 1.618 digital, UNICEF and various freelancers. Also worked on projects for UEFA, The Shard and more.

June 2016 - Present | London, UK | [facebook.com/eridanus3dsound](https://www.facebook.com/eridanus3dsound)

Eridanus, the 3D Audio Movie

Concept creator, Spatial Audio Expert, Entrepreneur

"Eridanus" is the title of a so called "3D Audio Movie", a story told just through sound. A purposefully-written story, reproduced through a 24.4 bespoke loudspeaker array. This project is sponsored by KEF Audio.

Concept creation and development, studying and understanding how to use 360 sound at its full potential.

Spatial Audio expert, using advanced spatialisation technologies not fully available on the market.

VR psychoacoustics and direction studies, practically applied.

Software programming with Max 7 for advanced spatialisation in 3D Audio.

Location recording, ADR, sound design, foley and overall audio production of 360 Audio Content.

Immersive sound design for Spatial Audio using Sound Particles and Ableton

Array design, hardware setup and maintenance of a 28 speakers setup.

Basic studio acoustic treatment.

Basic entrepreneurship, finding the venue, sponsors, business accounting.

September 2016 - Present | London, UK | wearemahogany.com

Mahogany Sessions

Music Location Recording, Mixing & Mastering Engineer

Mahogany Sessions is a well known YouTube Channel with over 300k subscribers and millions of views. Its video style is simple and authentic, single shot videos of up-and-coming artists signed (with Major or non) or unsigned.

Recording acoustic music performances on locations around London. No mics can't be seen on shot.

Mixing and Mastering by keeping the right blend between room and direct sound, to make the sound fit well with the video.

Artists produced are Laura Marling, Lisa Mitchell, Elderbrook, Fenech Soler, Frances, Leo Stannard and more, coming from major labels such as Warner Bros, Sony Music, Universal, Columbia, SO Recordings and more.

March 2015 - Present | London, UK

Freelance Audio Engineer

Location Recording, Mixing Engineer, FOH Engineer, Sound Recordist

Detailed planning and Pre-Production of any kind.

Location recording of acoustic and electronic performances.

High-end personal equipment, minimalistic microphone placement.

Sound design synthesis for creatures and experimental sounds for post production.

Sound recordist for film and advertisement, boom operator and sound mixer, for clients such as Rimmel, Max&co.

Undergraduate:

"Audio and Music Production" BA at SAE Institute London. Graduated in May 2017.

GCSEs:

Surveyor's general knowledge and practice, AutoCAD.

Other qualifications:

Member of "The Italian Board of Surveyors".

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|--------------|-------------|-----------------|-------------|
| Reaper | ★ ★ ★ ★ ★ ★ | Sound Particles | ★ ★ ★ ★ ★ ● |
| Pro Tools | ★ ★ ★ ★ ★ ● | Hardware repair | ★ ★ ★ ★ ★ ● |
| Izotope RX5 | ★ ★ ★ ★ ★ ● | Video Editing | ★ ★ ★ ★ ● ● |
| Logic Pro X | ★ ★ ★ ★ ● ● | Basic Coding | ★ ★ ★ ● ● ● |
| Ableton Live | ★ ★ ★ ★ ★ ● | OSX | ★ ★ ★ ★ ★ ● |
| Max 7 | ★ ★ ★ ★ ● ● | Windows | ★ ★ ★ ★ ★ ● |

Healthy Lifestyle, Low-Waster, Electronic and innovative music, Cycling, Outdoor trips, New Technologies, VR and immersive experiences.

Languages:

Italian (Mother language),
English (Fluent), French (Basic)

Driving Licence:

A1 - B