

# CV - Edwin Dickson

0707509424

[edwin@dc5.net](mailto:edwin@dc5.net)

[edwindickson.com](http://edwindickson.com)



## About me

Creating sound and music and adapting it to picture is my passion. I'm always working on some kind of projekt, be it music, film, games or art in general. In my leisure time I enjoy spending time outside, hiking or biking.

## Education

### **FRAMNÄS FOLKHÖGSKOLA - MUSIK OCH LJUDSKAPANDE FÖR DIGITALA SPEL – AUTUMN 2019-SPRING 2020**

Learnt how to work with adaptive music, recording and creating sounds on a deadline and composing for live musicians.

### **SÖDERTÖRNS HÖGSKOLA - SPELPROGRAMMET AUTUMN 2016- NOW**

Learnt how to work in a team, the basics of game design, and project management (scrum). I spent a lot of my time on working with visuals and sound effects. My bachelor essay focused on audiovisual style within indie game development.

### **LINNÉUNIVERSITETET - MUSIC PRODUCTION 1 OCH 2 – AUTUMN 2018 - SPRING 2019**

Got more used to working in a real studio environment.

### **BISKOPS ARNÖ - SONGWRITING – HT 2015-VT 2016**

Here I got the chance to develop my own sound, and try out a lot of songwriting and producing techniques.

## Other experience

Worked on video game audio and sound design for several games with students at Boden Game Camp during 2020.

I have made two documentaries (Stockholmskryp, Omständigheter), that have been shown at the filmfestivals Stockmotion and Västerås filmfestival.

Created sound and music for art film (Shutter Clutter), documentaries (Kamp kör och kaffetår), podcasts (Diskutabelt, Fastighetsjuridiska podden), and advertisements (IF Metall, Bildupphovsrätt i Sverige).

## Software skills

Ableton Live

Logic Pro

Protools

FabFilter Suite

iZotope RX

FMOD Studio

Unity

DaVinci Resolve