

# Aidan Jones

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## Education

### Savannah College of Art & Design (SCAD)

BFA in Sound Design

61st & 62nd Cinema Audio Society (CAS) Awards - Student Recognition Award Finalist

Savannah, GA

## Experience

### Freelance Sound Designer & Re-Recording Mixer

2023 - Present

- Collaborate with directors, editors, and production teams to design, edit, and mix audio for film and interactive media.
- Create and edit sound effects, Foley, and dialogue elements using industry-standard post-production workflows.
- Manage complex Pro Tools sessions while maintaining organized sound libraries and efficient editorial pipelines.
- Support both remote and in-studio production environments, ensuring high-quality audio delivery under tight deadlines.

### Selected Production Experience

- **Sound Designer** - Georgia's Timeless Love Affair (2026)
- **Supervising Sound Effects Editor, Foley Mixer, and Re-Recording Mixer** - The Day We Flew (2025)
- **Sound Designer** - Antarctica War Diaries (2024)
- **Re-Recording Mixer** - Lodged (2025)
- **Dialogue Editor** - Ditch Witch (2024)
- **Re-Recording Mixer and Sound Designer** - Cosmos Cuisine (2025)
- **Re-Recording Mixer** - Christian Brothers (2025)
- **Supervising Sound Effects Editor** - I Spy Your Privates (2023)
- **Sound Designer** - Gravity Bound (2025)
- **Foley Mixer** - Obelus (2025)
- **Re-Recording Mixer** - Ascesis (2025)
- **Re-Recording Mixer** - Ancient Magic (2025)

## Leadership & Activities

### Audio Engineering Society (AES) - SCAD Student Section

Vice Chair

Savannah, GA

March 2024 – May 2025

### Professional Audio Student Organization (PASO)

Member

Savannah, GA

September 2021 – May 2025

## Additional Experience

### Hard Rock Cafe

Bartender

Cincinnati, OH

August 2025 - February 2026

- Thrived in a fast-paced, customer-facing environment requiring multitasking and communication.

### Johns Creek Art Center

Art Camp Counselor

Johns Creek, GA

May 2022 – August 2024

- Led Creative group activities and collaborated with teams in structured settings.

## Skills

**Audio & Production Skills:** Sound Design, Foley, ADR, Dialogue Editing, Multichannel Mixing, SFX & Music Editing, Signal Processing, Re-Recording Mixing, Audio Implementation

**Software / Hardware:** Pro Tools, Reaper, Wwise, Unreal Engine, Izotope RX, Ableton Live, Dolby Atmos (Certified), Adobe Creative Suite, Microsoft & Google Suite, Audio Interfaces, Patchbays, Mixers, Field Recording Devices