
PROFILE

I have always had a strong love of music, film, gaming and books; I can talk for hours about the latest films that are releasing or name a song from most genres of music. This love of these subject matters naturally sparked my interest and passion for creative industries; music scores and the hyper realism in foley and sound design that really grounds the audience in the world that is being created for the screen and game. The way that audio, alongside the mediums, can evoke emotions and feelings in the audience as well as worldbuilding and setting the tone, intrigues me and makes me want to be able to strive for that level of effect when working with sound. When developing a music piece, sound design or editing audio, I enjoy the level of experimentation you can have by pushing the genre boundaries, implementing new methods and being open minded when discovering production techniques. I'm always looking to see where technology can advance in ways that open up new pathways of creativity. I am confident, charismatic, have good communication and I am always willing to take on a new challenge and acquire new knowledge.

CONTACT

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MICHAEL COSTIN

EDUCATION

University of Essex

2012-2015

Bachelor of Arts Music Production: 2:1

1st Awarding Modules: Audio Postproduction, Sound for Film

South Essex College

2010-2012

Level 3 Extended Diploma Music Practice

Grade: Distinction, Distinction, Merit

The Bromford's School

2005-2010

7 GCSE's Grade B-C including Maths and English

WORK EXPERIENCE

Freelance Composer/ Sound Designer

2015 – PRESENT

Since graduating University, I have embarked on working freelance alongside a full-time job. I have had the opportunity to collaborate on projects, in which I have composed and constructed short scores to accompany animations, research, installations and showreels as well as sound design implemented in projects. I continue to strive to work within the industry and push my creative and practical abilities to create a variety of music styles and increase my skill and knowledge in synthesis and sound design.

Music Composer: Animation DOPFLAM

2024 - 2025

My most recent short film projects have been for an animator; DOPFLAM which have been submitted to 24 Film/animation festivals receiving laurels from multiple festivals. As a composer it is always about working out and collaborating with the client to find out what they need and what will complement a project.

Music Composer: UAL Research Project

February 2025

My most recent composition project was for the University of Arts London Research Project in association with Copper Candle and funded by XR Network+. The project is looking at how gaming can be used as a school revision tool and how Hair, Makeup and Prosthetics artists can enhance the design and transfer those skills to a digital platform.

HOBBIES:

- Films. Regular cinema visits.
- Videogames.
- Reading.

SKILL SET:

- Synthesis: Variety of soft Synths (Omnisphere 2, Uhe Diva, Vital, Serum, Massive, etc.
- Analogue Synths (Korg Minilogue XD).
- Logic Pro.
- Pro Tools.
- Midi Programming
- Sampling and sample processing.
- Izotope RX
- Drum Replacement
- Foley and Sound Design to picture.
- Studio Recording.
- Guitar
- Piano
- Analogue Desks: Audient ASP8024 and Allen and Heath Mixing Desks.
- Dante Level 1.
- First Aid.
- Working at Height Trained with Rigging Team.
- Ipaf licence: 3a and 3b.

Factory Manager: Thames Powder Coating

May 2017 - July 2022

I began working within the company as a quality control supervisor. After seeing strong knowledge and responsibility I was then promoted to Factory manager. My responsibilities were to manage daily personnel and organise the production process to ensure smooth running of day-to-day operations, maintaining stock and liaising with clients and suppliers and calculating the wages for the staff. During my time as the factory manager we managed to reach record financial results, since the company had begun operating. This role helped me develop my organisation and communication skills allowing me to cross these over into my current job role and freelancing career.

Artillery Studios: Mix Engineer Intern

June 2016 – September 2016

I was fortunate enough to gain an internship at Artillery Studios, a mixing studio for various music artists such as Newham Generals and Arcade Fire. During my time I learnt lots of valuable skills which I have now transferred into my current practice. The skills that I developed and was able to put into play were cleaning vocals, using Midi for drum replacements, and sourcing sound effects.

The Backstage Centre: Operations Technician

July 2022 – June 2025

My current role as Technician has allowed me to acquire a range of new skills and see the industry from a production perspective. Since beginning working at The Backstage Centre, they have held host to a wide variety of clients from Music and theatre rehearsals to TV series and Film. My role includes assisting clients on a technical level such as: Power distribution, Theatre Fly Bars, Light and Sound Rigging, as well as setting up, operating and problem solving the audio desk in the recording studio. I have been given the responsibility of spearheading the set-up and running of the recording studio, that is within the facilities, as well as designing and creating a podcast space to widen the scope to more potential clients. Being within this role I have been able to use my interpersonal skills to build up relationships with clients and get a firsthand experience of the production world.

Harbor Post Production: Shadowing Re-recording Mix Engineer

August 2023

This opportunity arose whilst the production company, Avalon were clients at The Backstage Centre. Utilising my communication and networking skills I was able to build a strong client rapport with the Production Manager of the television series, Breeders. From this I was able to shadow the Re-Recording Mixer for the series as well as sit in multiple spotting sessions with the Director and Producer. I was able to experience firsthand the audio mixing and foley implementation of two of the episodes along with the submission requirements. I was able to assist and give input into the mixing choices, which made it into the final cut of the episodes.

Nineteen Twenty: Composer

May 2017

I was approached by Nineteen Twenty, an advertising production company, to compose a short piece of music to edit their showreel to. During the composing of this piece, I utilised and developed my composition and mixing skills, Midi and Drum Programming and performing/recording the live instruments. This was my first experience working and composing professionally to a brief.