

Nils Gradlowsky - Sound Designer

Name Nils Gradlowsky
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Work Experience - Selection

2022 Sound Designer for Debut Feature 'FOSSIL' by Henning Beckhoff (90min)

2022 Sound Designer, Dialogue Editor and Production Sound Mixer for 'Der Rückweg' by Moritz Adlon (20min)

2022 Dialogue Editor for 'We Are As Gods' working with Sound Designer Peter Albrechtsen (7x1h Audible Series)

2020 August Sound Designer for 'Winners of Life' (90 min) by Lola Jia Liu

2019 July Sound Designer for 'Green Sea' (90 min) by Angeliki Antoniou

2018 August - 2018 October Sound Designer for the "Off-Season" (45 min) by Henning Beckhoff, screened at Berlin International Film Festival 2019

2017 - 2018 Internship at 'Rotor Film Babelsberg' Sound Post Production + 'Eckhard Blach - Sound Designer'

2015 - Today Production Sound
Working on various projects either as a 1st boom operator, 2nd boom operator or sound trainee for feature films and serial drama, including "Hunger Games: The Ballad of Songbirds and Snakes", "SISI", "Berlin Station" (Netflix- Series), "Deutschland 86" (Amazon-Series)

Education

2019 September - 2021 May	BSc (Hons) 1st Class Sound Design at Edinburgh Napier University under Dr. Iain McGregor
2019 August	Randy Thom Sound Design Masterclass at MediaSoundHamburg 2019
2019 January - 2019 March	Screenwriting and Film Studies Courses at The University of Edinburgh
2017 July	Ben Burtt Online Sound Design Masterclass at MediaSoundHamburg 2017

Skills and Equipment

Skills	Sound Editing (specializing on hard effects) Sound Design Dialogue Editing Field Recording Metadata Catalogization & Sound Library Curation Production Sound (Boom Operator, Sound Utility, Sound Mixer)
Software	Pro Tools Ultimate and Avid Certified Operator Post Soundminer V5/V6 Pro with Radium Reaper + Max/MSP Dialogue Editing Tools like, Izotope RX 10 Advanced, Waves Clarity, etc.
Languages	German (mother tongue) English (very good)
Equipment	Post: Complete 5.0 Surround-Studio with Genelec 8330 LCR + 8320 LsRs MacBook Pro M1 Max 5TB professional sound library with commercial, crowdsource and own sounds Industry standard plug-ins and software Recording: Zoom F8 with batteries, bag and cables Sennheiser 416 P48 Shotgun with a Rycote windblimp Beyerdynamic MCE 82 Stereo Microphone LOM mikroUši Pro & Uši & Geophon Sony PCM-D100 & M10