

Nils Gradlowsky - Sound Designer

Name	Nils Gradlowsky
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Work Experience – Selection

2025	Dialogue Editor for 'The Carpenter's Son' by Lotfy Nathan (Feature Film)
2024	Dialogue Editor for 'The Ceremony' by Jack King (Feature Film)
2024	Assistant Sound Designer for 'September Says' by Ariane Labeled (Feature Film premiered at Cannes)
2024	Sound Designer for 'The Color of Air' by Oliver Moser (Feature Film)
2023	Sound Designer for Debut Feature 'FOSSIL' by Henning Beckhoff (Feature Film)
2022	Dialogue Editor for 'We Are As Gods' working with Sound Designer Peter Albrechtsen (7x1h Audible Series)
2020	Internship with Sound Designer Peter Albrechtsen
2019	Sound Designer for 'Green Sea' (90 min) by Angeliki Antoniou
2018	Sound Designer for '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 10+years including "Hunger Games: The Ballad of Songbirds and Snakes"(2023) + ,Sunrise on the Reaping' (2026)

Education

2026	Shadowing Sound Designer Jeremy Peirson in LA working on ,The Hunger Games: Sunrise on the Reaping‘
2024	Randy Thom Sound Design Masterclass at Danish Film School presented by Peter Albrechtsen
2023	Shadowing Sound Designer Jeremy Peirson in LA working on ,The Hunger Games: The Ballad of Songbirds and Snakes‘
2023	Shadowing Re-Recording Mixer Lars Ginzel & Tim Nielsen on ,Matters of the Heart‘ Final Mix together with Peter Albrechtsen
2023	Rana Eid, Steve Fanagan and Paul Davies Sound Design Masterclass at Danish Film School presented by Peter Albrechtsen
2019-2021	BSc (Hons) 1st in ,Sound Design‘ at Edinburgh Napier University under Dr. Iain McGregor, Avid Certified Operator: Pro Tools Post
2019	Randy Thom Sound Design Masterclass at MediaSoundHamburg
2019	Screenwriting and Film Studies Courses at the University of Edinburgh
2017	Ben Burtt Sound Design Masterclass at MediaSoundHamburg

Skills and Equipment

Skills	Sound Editing, Sound Design, Dialogue Editing for Feature Films Field Recording, Metadata Catalogisation & Sound Library Curation Production Sound (Sound Utility, Boom Operator, Sound Mixer)
Software	Pro Tools Ultimate + Soundminer V6 Pro with Radium & Orion, Tim Nielsen Tutorial Series Alumn V5 + V6 Everything needed for Dialogue Editing & Restauration (Kraken Dialogue Editors Toolkit, iZotope, Hush, etc.) Avid S1 + Soundflow with Streamdeck for Workflow Optimisation
Equipment	5.1. Surround Studio with Genelec 8330A (LCR), 8320A (LsRs) and 7350A (Sub) operated with MOTU 828+ MacBook Pro M1 Max 6TB professional Sound Library with commercial + personal sounds + active member of Crowdsourcing libraries & Field Recording Slack Various Recording Equipment for capturing SFX + voices (MS, XY, AB)