

Greg Bedford

Music Composer
Sound Designer
Audio Problem
Solver

Gregory Martin Bedford
Weissensteinstrasse 40
3007 Bern
Switzerland
16.03.1984

+41 79 910 4737
bedfordgregory@gmail.com

www.gregbedfordmusic.com



Skills

**Music Composition | Sound Design | Audio Production | Mixing |
Mastering | Interactive Music | Wwise | FMOD | Unity | Unreal | Sourcetree**
| Github | Perforce | **Field Recording** | Basic Javascript, C#, Python, HTML |
Guitar | Bass | Piano | Trumpet | Bamboo Flute | Kalimba | Sampling in
Kontakt + KSP | Voice Over Direction | Team Player | Detail Oriented |
Passionate about all things Audio | Continual Learning | Logic Pro | ProTools |
Adobe Audition | IntelliJ Idea | Discord | Trello |

Experience

Slingshot Studios (Derivco)/ **Senior Sound Designer**

Feb 2020 - June 2021, Durban

- Responsible for all audio content
- Audio brand/theme Conceptualization
- Create and deliver music and sound design
- Voice over direction
- Implement audio into the game engine
- Assist developers with audio bug fixes
- Audio toolset and workflow evolution
- Audio Lead on Game of Thrones Licensed Slot + More
- Collaborate and seek approval from Head of Studio

Slingshot Studios (Derivco)/ **Sound Design Lead**

August 2016 - Feb 2020 (Team was repurposed across the business), Durban

- Creative and technical outputs of Senior Sound Designer (see above)
- Lead Sound Design Team, delegate work and plan projects
- Mentor junior Sound Designer
- Audio Lead for Highlander Licensed Slot Game + More
- Collaborate and seek approval from Creative Director and Head of Studio

Derivco / **Sound Designer Level 2**

March 2012 -August 2016, Durban

- Compose Music in a range of different styles to suit brand/theme
- Create Sound Design Elements
- Collaborate and seek approval from Audio Lead and Stakeholders
- Conceptualize game audio functionality and collaborate with developers
- Worked on licensed casino products for Game of Thrones, Tarzan, Jurassic Park, Jurassic World + many other titles

Fadermaster Sound / Intern

September 2011 - March 2012, Vancouver.

- Prepare equipment in advance for upcoming recording sessions
- Assist with tear down and construction of revamped studio space
- Assist engineers with editing of multitrack projects
- Assisting with the cleaning and maintenance of studio

Face Studios | Freelance / Audio Engineer/Session Musician

Feb 2005 - August 2011, Durban

- Recording, mixing, mastering services for solo artists/rock/jazz bands/choir ensembles + more.
- Editing, vocal tuning, post processing
- Manage studio recording sessions and ensure client satisfaction whilst staying within budget

Education

Vega School of Design / Web Design Basics

2017, Durban South Africa

12 week Certificate covering the basics of web design using HTML, Javascript and CSS.

Berklee College of Music (Online)/ Music Composition for Film and TV

2013, Durban South Africa

12 week Certificate covering a range of film score genres and compositional/arrangement styles.

University of KwaZulu-Natal / BPracMus

2005 - 2009, Durban South Africa

Graduated Cum Laude with a Bachelor of Practical Music in Jazz Performance (Guitar) and Electro-Acoustics.

Damelin College (Allenby Campus) / Diploma in Sound Engineering

2003 - 2004, Durban South Africa

2 Year Diploma covering Audio Engineering, Recording, Mixing/Mastering, Mic techniques, digital editing in a DAW.

+Many other short courses from Udemy, Coursera, LinkedIn Learning, Cinematic Composing, Evenant Online and Youtube

Personal

Compulsive Ice Cream eater

Completed 2x Comrades Marathons and numerous half and full marathons (to balance out ice cream habit)

Keen hiker, trail runner, adventure biker, squash player, fixer of broken things, fly fisherman + more

Toured South Africa, Europe and the US as FOH Engineer for Matthew Mole, Gangs of Ballet (SA) and numerous South African Artists

Winner of *Best Audio* prize at SA Game Jam 2020 for **The Ducks Bills**

Testimonials

“When I met Gregory Bedford in mid 2011, it was clear that he was absolutely passionate about music and audio. What also made a big impression on me at the time was his eloquence and his intelligent approach to how he plans to develop his career in audio, which at the time involved a move to Vancouver, Canada.

Around 6 months later I had a vacancy for a composer/sound designer in my audio team at Derivco and I immediately thought of Greg as an ideal candidate. We were able to hire him and he returned to Durban where he worked with me for the next 4.5 years. Over this time he proved himself as a trustworthy, hard-working, talented and professional team member and very much my number one go-to person for creative audio and music discussions and technical solutions in our space.

In 2016 Greg took the opportunity to lead the Slingshot Studios audio team, where he further developed his skills creatively and as a team leader as well as gaining some significant skills in the areas of audio tooling, middleware and web development over this time. We have continued to work closely together on many initiatives and projects over the past 5 years as colleagues in our greater audio community and I count myself privileged to have worked with someone so talented, consistent and professional. I would welcome any opportunity to work with Greg again in the future.

Sincerely,”

David Crundwell
Audio Director
Derivco
Phone: +27 83 788 2648
Email: david.crundwell@derivco.com

“To whom it may concern,

Gregory Bedford started his employment with Derivco in 2012 as a Sound Designer.

He worked in that role for 5 years.

We then formed the Slingshot team in Derivco, and Gregory joined Slingshot as our Sound Design Lead.

His role was converted to Senior Sound Designer when the Slingshot sound team was dissolved in 2020.

He held that position until his resignation from Slingshot in 2021.

I have personally had the pleasure of working closely with Gregory for all of these 9 years. He is a remarkably skilled and professional individual. His depth of knowledge in musical composition over multiple genres and his understanding of impactful and emotive sound design are exceptional. Gregory is a unique mix of skillsets with a passion for technology as well as artistry. His skill as a developer continues to grow, implementing new

functionality into our games' codebase.

Beyond this he has a great sense of nuance in gameplay and user experience design, contributing a lot to those areas.

He has developed a deep understanding of the commercial nature of creative work, this translates to an appreciation for the economy of design and strong self-management.

He has a very rare combination of creative and technical mastery which will be of great value to any team he is part of.

Any team that Gregory joins will benefit greatly from his involvement.

Richard Vermaak

Head of Studio

Phone: +27 83 780 1563

Email: richard.vermaak@derivco.co.za