

SALIL KAPOOR

CONTACT

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EDUCATION

POINT BLANK MUSIC SCHOOL, LONDON

BA (Hons) Music Production and
Sound Engineering Degree
2024-2026
First Class (Distinction)

DELHI PUBLIC SCHOOL, INDIA

High School Graduation
2019-2023
Artist of the Year Award
Member of the Prefectorial
Committee

SKILLS

- Unity
- Dolby Atmos Mixing
- Multitrack Recording
- Ableton Live
- Sound Design
- Music Composition
- Performance coordination
- Audio mixing and editing
- Foley
- Game Audio
- FMOD

SUMMARY

A skilled sound designer and guitarist with six years of experience, I have refined my craft through consistent practice and hands-on audio work across music and media projects. My background includes strong leadership and organisational abilities, developed through coordinating recording sessions, managing creative workflows, and leading collaborative audio projects. I also bring a solid client-focused mindset, with a talent for understanding creative briefs and delivering engaging, high-quality sonic experiences. Beyond performance, I have practical experience with mixing consoles, recording live musicians, and editing audio with precision. I have a strong interest and experience in sound design, focusing on creating unique textures, experimenting with synthesis, and shaping audio to enhance both musical and visual storytelling. My time management skills enable me to balance creative and technical responsibilities effectively, consistently meeting deadlines and maintaining high standards across all aspects of my work.

WORK EXPERIENCE

AUDIO ENGINEER

Freelancer (2024-Current)

Audio Engineer with hands-on experience in recording and mixing for both Dolby Atmos and stereo formats. My work includes recording drums and a string quartet using a range of advanced immersive microphone techniques at Point Blank's state-of-the-art recording studios, with a strong focus on spatial accuracy and tonal depth. I have also recorded an original band, Denh Izen, at Le Mob Studios under the supervision of renowned audio engineer Mark Brockelsby, gaining practical insight into professional studio workflows, performance capture, and high-quality production standards.

SOUND DESIGNER & COMPOSER

Freelancer (2024-Current)

Freelance Sound Designer & Composer working across games, film, and television, with credits including one shipped PC game and original composition for a short film in collaboration with an Indian director. My sound design blends custom foley recording with sound synthesis to create expressive, character-driven audio, while my compositions are carefully tailored to each project's narrative, emotional tone, and required sonic palette. I focus on building cohesive sound worlds that enhance storytelling and player/viewer immersion.

FRONT OF HOUSE TEAM MEMBER

Elephant & Castle Pub (2024-Current)

As a team member at a busy pub, I have developed strong customer service skills, ensuring patrons receive exceptional dining experiences. I work closely with fellow team members to maintain smooth operations, demonstrating excellent communication and collaboration. My role involves handling multiple tasks in a fast paced environment, which has strengthened my time management abilities. Additionally, I contribute to an organised and efficient workplace by quickly adapting to challenges and ensuring high standards of service are met.