

James Allinson

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SUMMARY

Multi-award-winning post-production audio engineer with experience spanning the UK and North America. Trusted by global brands, major publishing houses, and leading creative studios, with selected credits including Prime Video, ESPN, Mercedes, and the Olympics. I combine creative insight with technical precision to deliver complex productions with meticulous organisation and unwavering reliability. I take ownership from recording through final delivery, working independently or alongside directors and clients to deliver productions with precision under pressure, focused on the story at the heart of every project.

WORK EXPERIENCE

6 Degrees Music & Sound (Emmy Award-Winning Post Production Sound Studio)
Audio Engineer

Calgary, Canada
Dec 2020 – Present

- Deliver 200+ audio projects annually with a 100% on-time record across film, commercial, broadcast and streaming. Work independently or alongside directors, producers and multi-engineer teams under demanding timelines.
- Trusted for high-volume voice recording, assembly and direction across remote and studio sessions, regularly working with talent, directors and clients across multiple time zones. Experience includes various languages, ADR with internationally recognised screen talent, and coordination with studios and production teams in London, New York and Los Angeles.
- Developed a reputation as the studio's go-to engineer for impactful, story-driven sound design and complex audiobook production. Known for rapid, meticulous voice assembly, expert organisation and identifying the emotional core of a project.
- Led sponsorship and partnership initiatives with TEDx Northern Quarter and Format.GG, supporting new business development and representing the company internationally through presentations, events, and industry relationship building across the UK gaming, technology, and creative sectors.
- **CPKC — Pulse of the Continent:** Re-recording Mixer and Sound Designer on the documentary marking a significant moment for the billion-dollar railway. Worked closely with the location sound team to capture and craft the sound of historic locomotive 2816, balancing authenticity with cinematic impact. Delivered final mix on an accelerated schedule, presented to CPKC leadership, and earned an AMPA Best Sound nomination; trailer received an Ad Rodeo Silver for Best Sound Design.
- **Mercedes-Benz — Who We Are:** Personally requested by the director to mix. Created detailed, story-driven sound design that introduced additional narrative layers and subverted the expected relationship between picture and sound.
- **Government of Alberta — Wildfire Awareness:** Sound design and mixing across the campaign, requested for a story-first approach to sound. Received multiple Ad Rodeo Gold awards for Streaming Single, Best Sound Design and Streaming Series.
- **WestJet:** Own the post-production workflow for a complex airline safety voice library spanning 1,000+ assets, with stringent formatting, language and multi-platform delivery requirements. Serve as a primary technical resource for the client.

Tri-Heart Interactive (Indie Game Studio)
Sound Designer

Manchester, UK
Jul 2018 – Nov 2020

- Owned end-to-end interactive audio for *The Otterman Empire*, from sound design through engine integration, testing and iteration, incorporating player feedback for its commercial release across Xbox One, Nintendo Switch and PC.

EDUCATION

Futureworks, University of Lancashire
BSc (Hons) Audio Engineering & Production - 1st Class Honours

Manchester, UK
2015 - 2018

SKILLS & TOOLS

Pro Tools • SourceConnect • SoundMiner • iZotope RX • 5.1 Surround Mixing • EBU R128 • Sound Design • Dialogue Editing • Foley • Recording & Direction • Multi-platform Mastering • Audio Implementation • ADR • AI Voice Tools