

TIM BISHOP

ARTIST, SOUND RECORDIST + SPATIAL AUDIO

DESIGNER. b. 1981, WORCESTER, UK

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“I am a designer, technician and artist using sound to create powerful, immersive and engaging experiences for audiences. Since 2010, I have been working with sound for film, VR, 360 film, immersive theatre and art installations, specialising in 3D sound techniques.”

EDUCATION

2011 University of Bristol, UK BA Drama (First-Class Honours)

SOUND DESIGN, RECORDING + MIXING

Demo reel available [here](#).

2021

Sound Post-Production Mix (Binaural)	Julhålsning	Dir: Deep Studios
Sound Designer	Walk in my shoes	Dir: Co-act
Sound Technician (Binaural)	Visby Walk	Dir: Teaterambulansen
Sound Recordist/Designer (Ambisonic)	Sheltered (Installation)	Dir: Tim Bishop
Sound Recordist	Walk in my shoes (Trailer)	Dir: Co-act
Sound Technician	Expo:Scenkonst (Live Stream)	Dir: Riksteatern Skåne
Sound Recordist	MOT (Film)	Dir: Teater Insite

2020

Sound Designer	Cherrie at HX (Film)	Dir: Caroline Troedsson
Sound Recordist + Mix	Laga langos med Tina (Film)	Dir: Caroline Troedsson
Sound Designer (Binaural)	30.000 dagar (Audio walk)	Dir: Skillinge Teater
Sound Designer (Ambisonic)	Ögonvittnen (Immersive theatre performance)	Dir: Malmö Stadsteater

2019

Sound Designer (Interactive 6DOF spatial sound)	Blackout (Performance)	Dir: Tim Bishop
Sound Recordist	Cultural Luggage	Dir: Teater Sagohuset
Sound Designer (Ambisonic)	Particular Mo(ve)ments (VR + Dance performance)	Dir: Maria Reihs, Majula Drammeh
Sound Designer / Mixer / Recordist (Ambisonic)	The Big Boo (360)	Dir: Bombina Bombast
Sound Designer (Ambisonic)	Save The Basin! (360 & VR)	Dir: Joshka Wessels

Developer in Residence (Interactive 6DOF spatial sound)
Ljudvärldsberättande
Sound Designer (Ambisonic) #Thelmatoo (360) Dir: Teater Sagohuset
Dir: Bombina Bombast

2018

Sound Mixer (Ambisonic) Window Watching (360) Dir: Victor Bergström
Sound Designer / Mixer / Recordist (Ambisonic) Kinematografi (360) Dir: Bombina Bombast
Sound Design (Binaural) Imagined Scenario For Headphones, Lunds domkyrka (Installation) Dir: Tim Bishop

2017

Spatial Audio Consultant The Garden of Thoughts (VR) Dir: Pernilla Belfrage
Sound Mixer (Ambisonic / Binaural) Escape From Sweden (360) Dir: Joshka Wessels
Sound Recordist Alice In Wonderland (VR) Dir: Åsa Egnér
Sound Recordist It Could Have Been Me (VR) Dir: Åsa Egnér
Sound Mixer (Ambisonic / Binaural) History Is Made (360) Dir: Jenni Koski
Sound Mixer (Ambisonic) The Trial (360) Dir: Joshka Wessels
Sound Design (Binaural) Imagined Scenario For Headphones, Stenkrossen, Lund (Installation) Dir: Tim Bishop

2013-2016

Sound Design (Binaural) From A to B (Performance) Dir: Tim Bishop

2011

Sound Design (Binaural) Untitled Piece (Performance) Dir: Tim Bishop

PERFORMANCES

2021

Inter Arts Center (IAC), Malmö, Sweden

2020

Stenkrossen, Lund, Sweden

2019

Dunkers kulturhus, Helsingborg, Sweden

NEDNAC (Network for the Diversification of Nordic Arts and Culture) - Artist's Dinner, Malmö, Sweden

2018

Gylleboverket, Österlen, Sweden

Ribban beach, Malmö, Sweden (collaboration with Bombina Bombast)

Galleri CC, Malmö, Sweden

2016

Mono Festival, Lunds konsthall, Lund, Sweden

2015

Lunds konsthall, Lund, Sweden

Passage Festival, Helsingborg, Sweden

2014

Malmöfestivalen, Malmö, Sweden

Sommarlund, Lund, Sweden

2013

Kulturnatten, Lund, Sweden

2012

Worcester City Museum & Art Gallery, Worcester, UK

Stockholm Fringe Festival (STOFF), Kulturhuset, Stockholm, Sweden

Bristol Live Open Platform (BLOP), Arnolfini, Bristol, UK

INSTALLATIONS

2020

Vinterlund, Lund, Sweden (Sound)

2019

Stenkrossen, Lund, Sweden (Sound)

2018

Lunds domkyrka, Sweden (Sound)

2017

Mono Festival, Lunds konsthall, Lund, Sweden (Sound)

Stenkrossen, Lund, Sweden (Sound)

Stenkrossen, Lund, Sweden (Sound)

WORKSHOPS + TALKS

2021

Audio spatialisation and how to build interactive software for physical art works, Immersive Days, Inter Arts Center, Malmö (Workshop)

Creating unique experiences through immersive thinking, Immersive Days, Inter Arts Center, Malmö, Sweden (Webinar Talk)

2020

Presentation of my ambisonic impulse response workflow and experience of Pozyx tracking system for 6DOF spatial audio, Spatial Audio in VR/AR/MR Facebook group of professional sound designers (Webinar Talk)

2019

Spatial Audio for 360 & VR, VR Hive, Region Gävleborg, Gävle, Sweden (Talk + Mentoring)

2018

Immersive audio for 360, VR and film, FilmCentrum Syd, Malmö, Sweden (Workshop)

Immersive audio – playing with realities, BoostHbg's Knytkalas, Jonstorp, Sweden (Workshop)

2017

Spatial Audio for 360 & VR, Narrative VR Lab, Göteborg, Sweden (Workshop)

iZotope RX8 Advanced
Mach1 Spatial System
MaxMSP
Pure Data
QLab
REAPER
Sound Devices Wave Agent
Sound Forge
Sound Particles
Tentacle Sync Studio
TwistedWave
Unity
Vordio
Wwise
and numerous audio plugins for sound production & spatial audio...

IMAGE & VIDEO:

Adobe Photoshop
Adobe Premiere Pro
Affinity Designer
Affinity Photo
Affinity Publisher
Exiftool
Final Cut Pro X
HandBrake
Insta360 Studio 2020

HARDWARE KNOWLEDGE

Arduino
Bose Frames AR glasses
Headtracking devices (e.g. Waves NX, iPhone, BN0055 sensor-based trackers)
Pozyx Indoor positioning system
Raspberry Pi
Sennheiser headphones
Various microphones and audio recorders from DPA, Neumann, SoundField, Sonosax, Sennheiser, Sound Devices and Zoom
VR headsets (e.g. Oculus Go, Oculus Quest, HTC Vive)
UHF radio microphone and wireless monitoring systems (e.g. Audio Ltd, Lectrosonics, Sennheiser)

CERTIFICATIONS

Wwise Fundamentals 101 (Audiokinetic, August 2018)
Dante Level 2 (Audinate, Feb 2018)
Dante Level 1 (Audinate, Feb 2018)

REFERENCES

Stefan Stanisic,
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