

## TONGWENYAN WU (PARASOL)

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### PROFILE

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Professional member of ASDP,AES. Member of BECTU, ABTT Experienced Sound Engineer and Designer with a robust academic background in audio technology, recording art, and sound design. Specializing in theatre, live performances, and music production. Proficient in operating audio equipment, adept at collaborating with diverse teams, with a warm and positive energy to team.

### EDUCATION

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<b>Master of Science in Sound Design</b> University of Edinburgh	Sep 2021 - Dec 2022
<ul style="list-style-type: none"><li>Class Representative, Edinburgh Award Winner for exceptional teamwork and independent skills.</li></ul>	
<b>Bachelor of Arts in Recording Arts</b> Communication University of China, Beijing	Sep 2017 - Jul 2021
<ul style="list-style-type: none"><li>Awards: 2019-2020 School-level Outstanding Student, Third Prize Scholarship.</li></ul>	

### WORK EXPERIENCE

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<b>Sound Designer &amp; Operator, "Treasure Island", Royal Lyceum Theatre Edinburgh</b>	Oct 2024 –Jan 2025
<b>Sound Operator, "Mary Queen of Rock", Edinburgh Fringe @ summerhall</b>	Aug 2024
<b>Sound No.3, "I Should Be So Lucky" UK Tour, ATG Entertainment</b>	Apr - May 2024
<b>Sound Designer, "MurMurs of Earth", Untie My Tongue Theatre</b>	Mar 2024
<b>Sound Designer &amp; Operator, "Happy New Year, Miss Hu", Etcetera Theatre, London</b>	Nov 2023–Jan 2024
<b>Sound Operator, "Through the Mud", Royal Lyceum Theatre Edinburgh</b>	Nov 2023
<b>Audio Distribution, Edinburgh Military Tattoo, Edinburgh Castle</b>	Aug 2023
<b>Sound Designer, "Walk" by Ellie, Edinburgh Fringe Festival</b>	Aug 2023
<b>Head of Sound, Edinburgh University Chinese Students and Scholars Association (EUCSSA)</b>	2021-2023
<b>Sound Operator, "Gabrielle" Musical, Goldsmiths, University of London</b>	Sep & Oct 2022
<b>Sound Operator/Designer, "Footlights", "Theatre Paradok", and Bedlam Theatre</b>	Mar 2021 - Aug 2022
<b>Sound Operator, "Once Upon a Time in Fudeli" China Tour, Shanghai Jing'an District Committee of CPC</b>	May - Jul 2021
<b>Animated Films Sound Design</b>	2018 - Now
<ul style="list-style-type: none"><li>Led sound design for animations "Over the Meadows" and "Dream Over," including recording and post-mixing.</li></ul>	
<b>Technology Department in university TV station, Communication University of China</b>	2018 - 2020
<ul style="list-style-type: none"><li>Designed sound setups and optimized sound systems for various huge events over 1500 people.</li></ul>	
<b>Chief Percussionist, Lanzhou No.1 Middle School Symphony Orchestra</b>	2015 - 2017
<ul style="list-style-type: none"><li>7 years of percussion experience and top scorer in Recording Arts admission exam at Xi'an Conservatory of Music.</li></ul>	

### ADDITIONAL EXPERIENCES

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<b>Founder of Mujian Theatre</b>	July 2024 - Now
<b>Artist Representative, Queez Sound</b>	Apr 2024- Oct 2024
<b>M****Classes Sound Design'23, Stellar Quines Theatre Company</b>	Apr 2023
<ul style="list-style-type: none"><li>Participated in an advanced sound design training program focusing on sound production and design techniques.</li></ul>	
<b>Youth League Cadre, Youth League Committee of the Arts Faculty, Communication University of China (YLC)</b>	2017
<ul style="list-style-type: none"><li>Assisted in organizing film-related publicity and exhibition events, enhancing the faculty's cultural outreach.</li></ul>	
<b>Public Relations Manager Intern, Xiangkashi Beijing Biotechnology Co., LTD</b>	Jul 2020 - Aug 2020
<ul style="list-style-type: none"><li>Oversaw brand public relations, coordinated inter-departmental and external team activities, managed we-media content, and supervised promotional materials production.</li></ul>	

### SKILLS & SOFTWARE PROFICIENCY

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- Drums, Piano, Guitar; Strong foundation in harmony, music theory, Western and Chinese music history, composition.
- Digico, Yamaha, Allen&Heath, Sennheiser, Shure, DPA, Schoeps, SONY, Array Calc, Q Lab, Logic Pro X, Ableton Live, Pro Tools, Reaper, Dante, Wwise, Unity (C#), Max 8 MSP.