

# Arron Ware

Sound Designer / Production Engineer

I am currently studying Music & Sound Design at Manchester Metropolitan University. I really enjoy producing and mixing together projects alongside creating unique sounds for a variety of settings.

## Current Projects

### Biology / Sci-Fi Microcosm VR

Collaborating with visual artist Phoebe Bonser; We are creating an abstract environment with biological machinery which I am in the process of recording and designing the sounds.

To aid with immersing the user, I will be carrying out surveys based on sonic associations (movement styles, colour and textures) so that the collaborator can model sounds that embody their sound contextually.

### Kawaii/Cute sound assets

I am currently also creating an asset pack based on 'Kawaii' style games and anime, this will be based off of research into what elements make this style of sound design cute and endearing towards us!

## Previous work

### Metropolis / 2023

My interpretation of creating the sound design for this was heavily influenced by early Electronic compositions and sound design (BBC Radiophonic & Luigi Russolo) which enabled me to create something very raw and visceral within a Dolby Atmos Mix utilising 7.1.2 speaker configurations.

### Nite Blights / 2024

This composition allowed me to incorporate some of the work of my main musical influences, helping me to demonstrate my mixing abilities whilst creating something fun and quirky!

## Contact

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## Skills

- Logic Pro
- FMOD
- Field Recording
- Wavetable Synthesis

## Education

**Music And Sound Design**  
Manchester Metropolitan  
University  
2022-Present