Aidan Floatinghome

SOUND-ENGINEER / TONTECHNIKER / INGÉNIEUR DE SON

TRAINING:
- Trinity College Dublin, undergraduate degree [1999 -> 2004]
  Information and Communications Technology
- City & Guilds, certificates [1998]
  Sound-engineering

I am an Irish sound-engineer who has been touring for the past twenty years as a concert and theatre sound-engineer working on about 100 shows each year, mostly in Europe, but also in America, Canada, Africa, Australia, New Zealand and Japan.

I regularly work in venues of all sizes from intimate 50-seat venues to 6,000 capacity halls, passing through all manner of churches, festivals and club venues in between including **Gretchen**, **Lido** and **Privaatclub** in Berlin, **Gloria** in Köln, **Zenith** in Paris, **Royal Albert Hall** in London, **Whelans** and **Olympia** in Dublin, to mention a few.

I have worked as front-of-house sound-engineer for various bands and artists since 2008 including **Wallis Bird** (solo folk-pop), **Four Winds** (4-piece traditional irish), **Tralalka** (7-piece traditional baltic), **Candlelight Concerts** (string quartet shows in Berlin), **Nina Hynes** (5-piece dream pop), **Dee Mulroney** (duo spoken-word and vocal-music).

I have also been sound-engineer and technical organiser, installing and looking after festival stages, for example, **Craw** (2018) and **X-jazz** (2016) in Berlin; i have worked on touring sound teams for artists such as **Jan Böhmermann**; or on theatre productions such as **Growler**, and worked as house sound-engineer, looking after visiting acts to venues such as **Luftschloss** (2024) in Berlin.

The majority of my work is as live sound-engineer, but i sometimes work as a recording engineer, principally capturing live concerts and video sessions, including:

Chilly Gonzales live session
https://www.youtube.com/watch?v=hAMpenCh7f4

As Fanning live session
https://www.youtube.com/watch?v=T9FrKmUfI8M

Wallis Bird concert video
https://www.youtube.com/watch?v=1WtrRdi_uAg

I began my sound-engineering career in the days of analogue equipment, and have since had plenty of hands-on experience with most digital consoles in general circulation over the past fifteen years.

www.floatinghome.org/soundengineer
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