

HIRES, WINS &amp; BUSINESS

**GCRS Grows Bookings Talent with New Promotion**

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*Grand Central Recording Studios, 3 months,  
2 weeks ago*

Molly Butcher takes role of Bookings Manager at leading Soho company

On the back of an exciting period of growth, including the launch of new immersive sound division GCVRS, Grand Central Recording Studios (GCRS) today announces the appointment of Molly Butcher to the role of Bookings Manager.

Molly has been with the business for four years and has risen through the ranks from temporary runner, hired to work over the 2014 FIFA World Cup. Choosing to further her career at GCRS, rather than through formal further education, Molly has excelled at the responsibilities offered to her and recently passed the APA Masters programme. In late 2017, she appeared on a panel at ERIC Festival, talking about breaking into post-production and starting her career at GCRS. British Arrows also singled Molly out to be part of its inaugural BAD Academy programme (class of 2017), aimed at opening the doorway for more young people to connect with the advertising industry.



Carole Humphrey, Managing Director, GCRS, comments: “We are tremendously excited about Molly taking the role of Bookings Manager for GC. She is a bundle of positive energy and is adept at juggling the demands of a constantly frenetic studio, while taking care of clients and their needs. We see great things ahead for Molly - she’s an exceptional young talent.”

Molly Butcher, Bookings Manager, GCRS, adds: “My time at Grand Central has been a huge learning experience. I’m very pleased to be progressing into this new role and working with this talented group of people, on critically-acclaimed commercials for world-leading brands.”



LBBOnline, 16<sup>th</sup> May 2018

GCRS has earned a reputation over the past 20 years as one of the UK's premier commercial sound studios, providing audio excellence to award-winning spots including Nike: Write the Future, Jaguar: Rendezvous and Heineken: Odyssey. It recently launched GCVRS, a dedicated division wholly focused on bringing high-end craft and talent to all immersive platforms. The GCVRS team has picked up multiple awards for immersive sound work on projects for the Natural History Museum and Sky.