

SUMMARY

I am an experienced composer & sound designer looking for a full time or contract position with a game development company. My goal is to make games sound beautiful, expressive, and memorable while keeping the player immersed.

EXPERIENCE

MUSIC & SOUND DESIGN

MOSAICMUSIC | JAN 2012 – PRESENT

- Music and sound design for over 20 titles shipped on PC, mobile, PS4, and Xbox One
- Tooling with Max/MSP, Pure Data, and the Node.js web stack
- Sampling & Sample library building with Kontakt

SOUND DESIGNER & SAMPLING

FBP SOUND | AUG 2011 – JAN 2012

- Recorded and edited close to 100 instruments for use in game audio and sample libraries
- Scripted, constructed, and synthesized instruments for a Toy Shop sample library

EDUCATION

BACHELOR OF ARTS, MAJOR IN FILM & GAME SCORING

BERKLEE COLLEGE OF MUSIC | 2008 – 2011

GPA: 3.75

SKILLS

Music Composition	● ● ● ● ●
Sound Design	● ● ● ● ●
Wwise	● ● ● ● ●
FMOD	● ● ● ● ●
Unity	● ● ● ● ●
Mixing	● ● ● ● ●
Mastering	● ● ● ● ●
Audio Editing	● ● ● ● ●
Web Design	● ● ● ● ●
Web Development	● ● ● ● ●



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MUSIC & SOUND

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