

## Music Production Qualifications

- proficiency with Digital Performer, Reason, Logic, Pro Tools, and various music notation software
- proficiency with Microsoft Office Suite (Word, PowerPoint, Excel) on both Mac and PC platforms
- deadline-based project management skills and cross-departmental communication evidenced in the context of a game development startup and editorial media; ability to multitask projects and resolve issues across multiple fields
- participated in Ludum Dare 33 Game Jam event as composer and sound designer for Boom!Boom!Emoji
- transcribed and arranged various solo and ensemble sheet music for clients of many different musical backgrounds
- experience with album making, marketing and financial record keeping through software development and teaching

## Digital Audio/Media Development Experience

### **Cake Golem Productions – Film Company**

**Columbus, OH (work from NY)**

*Composer/Orchestrator*

*February 2016 – Present*

- composed original score for Basic Adventuring 101 Webseries
- mixed balance within musical cues
- recorded and edited live wind instruments and sfx
- collaborated with director/president to successfully convey story/mood

### **The Tale of Mr. Fuzzy: Hour of the Flower – Video Game**

**New York, NY**

*Composer & Sound Designer, Game Developer*

*Spring 2017 – February 2018*

- composed looping soundtracks to evoke different atmospheric moods and settings
- created SFX including character grunts, physical impacts, foley, ambience etc.
- mixed and produced tracks with both live musicians and sequenced instrument libraries
- created and revised original video game concept, story, art, and events using RPG Maker
- promoted at NYC Winter Game Expo and distributed final product for Mac and Windows

### **Battle of the Boros – Video Game**

**New York, NY**

*Composer & Sound Designer, Audio Engineer*

*February 2018 – May 2018*

- composed looping soundtracks to evoke different atmospheric moods and settings
- mixed and produced tracks with both live musicians and sequenced instrument libraries
- collaborated with game director to promote game concept and build hype

### **White Rabbit Productions – Theater Company**

**New York, NY**

*Musical Director/Composer/Sound Designer*

*May 2015 – February 2017*

- conducted musicians and singers during live performance, performed on-stage, led music rehearsals
- composed original musical numbers and transitions and provided backing tracks for practicing purposes
- recorded and edited various singers, sound effects and musical ideas to be used with live performance
- collaborated with producer, stage manager, and directors for different plays

## Additional Experience

### **We Are Surviving This – Instrumental Digital LP**

**New York, NY**

*Band Leader/Trombone/Composer/Producer*

*January 2017 – April 2017*

### **Park Place Community School/Brandeis High School**

**New York, NY**

*Brass Instructor/Music Club Educator*

*November 2015 – June 2017*

### **Telebuddies Podcast**

**New York, NY**

*Theme/Transition Composer*

*February 2017*

### **W.W. Norton & Company**

**New York, NY**

*Electronic Media Intern, Music*

*February 2015 – May 2015*

## Education

### **Berklee College of Music**

**Boston, MA**

*Bachelor of Music in Film Scoring*

*2009 - 2013*

*Minor in Video Game Scoring*