

OBJECTIVE

To offer my creative and technical skills in music composition, sound design, and audio production to innovative outlets and opportunities relative to film, television, gaming and the performing arts

SUMMARY OF QUALIFICATIONS

- Accomplished professional with a diverse background in music composition, sound design, and audio production
- Professional experience in creating and implementing audio assets for games, film/tv, the performing arts, and multimedia applications
- Excellent organizational, analytical, and problem solving skills
- Proficient in both APPLE and PC operating systems and with software programs including Digital Performer, Pro Tools (Pro Tools 210M certified), Logic, Sibelius as well as Native Instruments, East West and Spitfire software applications

EDUCATION

- Long Island University/Brooklyn Campus - Brooklyn, NY Received January 2008
Master of Arts Degree, Media Arts/Music Technology
Concentration: Music Composition/Production for Film, Multi-media, and the Performing Arts (GPA: 3.8)
- New York University - New York, NY 2006
Additional Coursework: Scoring for Film & Multi-media/Orchestration
- North Carolina State University - Raleigh, NC 1993
Bachelor of Arts Degree, Sociology/Music Minor
- Berklee College of Music - Boston, MA 1992
Certificate of Program Completion (Performance Summer Session)

EMPLOYMENT HISTORY

Music Composer/Sound Design Engineer, Grand Vision Gaming 06/12-present

Original music composition for character driven, genre specific game titles
Audio production and engineering for live music, foley, and voice over attributes
Sound design and audio effects development for all aspects of gameplay
Team Coordination and implementation of all audio features and assets

Professor/Instructor, Audio Department/Living Arts College 01/09-09/11

Course development and lecture presentation for audio production, music technology, music theory and music history courses
Curriculum advisory, committee service, learning lab management

Freelance Web Designer 01/08-06/12

Web design for innovative business ventures

clients include:

www.elemental-sound.com - www.billywarden.com - www.prestige-furniture.net

Adjunct Lecturer, Music Department/Queensborough College/CUNY 01/08-06/08

Lecture preparation and administration for music composition and audio production based courses
Management of associated course labs
Ongoing individual student guidance and assistance

Educational Technologist, Bronx Community College/CUNY 01/07-01/08

Workshop development and faculty training with media arts software applications
Program presentation development and promotional media content creation
Video creation, editing, and publishing for program and student projects and events

ARTISTIC ACHIEVEMENTS & ASSOCIATIONS

G.A.N.G. Member (Game Audio Network Guild) 2016
GameSoundCon 2014 participant (music/sound for gaming conference) - Los Angeles, CA 2014
Avid Certified Music HD9 Operator status 2011
American Society of Composers, Authors & Publishers (ASCAP) 1999-present
Orchestration I - Berklee College of Music online course 2010
Assistant to NYC based Music Composer/Producer, *Steven Gold* (Television/Broadway Musical credits) 2008
White Wave Dance Festival Participant - Music Composer and Performer (Brooklyn, NY) 2006
NYU/ASCAP Film Scoring Workshop in memory of Buddy Baker 2006