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SUMMARY

I am a composer of media music currently based in Los Angeles, California. I am from the southern town of Columbus, Georgia where I grew up playing guitar in punk and metal bands. I have composed soundtracks for short films (*Paula Peril: The Hidden City, Codes Commanded, Codes Abided, The Annual Taylor Family Thanksgiving Day Ping Pong Tournament, Falling Stars*) as well as video game projects (*Dota 2: Open Angel Arena, Dark Ascension, Turbulence*).

While composing for media, I have had the opportunity to connect and become friends with some very talented and great teams of people. I have also been able to study with renowned film composers Kubilay Uner, Miriam Cutler, Jeff Grace, and Reza Safinia, and I am currently interning with highly acclaimed film and game composer, Harry Gregson-Williams. I love working with other enthusiastic people who have big visions and the desire to create works of art that really have an impact on others, and I look forward to building new relationships!

CREDITS

Short Films – Music Composition

- Dalion's Journey (2018)
- Codes Commanded (2018)
- Paula Peril: The Hidden City (2017)
- The Annual Taylor Family Thanksgiving Day Ping Pong Tournament (2017)
- Lost and Found (2017)
- Falling Stars (2017)
- Modern Guilt (2017)
- Codes Abided (2017)
- L'Auberge (2017)

Video Games - Music Composition & Sound Design

- Dota 2: Open Angel Arena (2017)
- Turbulence (2017)
- Dark Ascension (2017)
- Assassins (2014)

EXPERIENCE Intern, May 2018 – Present

Wavecrest Music - Santa Monica, CA

- Organizing and backing up of Harry Gregson-Williams' back catalogue of pro tools sessions, scores, cue sheets, and other important documentation of previous film projects
- Running errands for Wavecrest Music's staff

Graduate Assistant, Sep 2016 – May 2018 **Columbia College Chicago** – Chicago, IL

- Assisted the director of the Scoring for the Screen MFA program, Kubilay Uner, by conducting research and updating program webpages and accounts
- Responsible for opening and closing the Digital Music Lab
- Demonstrated the use of laboratory equipment and enforced laboratory rules
- Helped students learn to use digital audio workstations and to sequence MIDI data to successfully create realistic sounding mockups
- Aided students in learning how to use various sample library software programs and develop an efficient workflow
- Assisted students in correctly and accurately using music notation software
- Updated lab computers and various other software programs
- Solved the lab's technical issues
- Cleaned up and organized the lab's equipment and workspaces

Student Engineer, Jan 2015 – May 2016 **LaGrange College** – LaGrange, GA

- Assisted students by demonstrating how to use digital audio workstations, audio interfaces, MIDI control surfaces, sample libraries, and various other equipment and software programs
- Helped students setup live recording sessions with proper signal flow and recording techniques
- Learned to setup and operate new studio technologies after being purchased
- Aided music professors with various tasks, such as organizing and filing music, tutoring students, and setting up equipment and instruments for live performances and demonstrations

SOCIETIES BMI, 2017 – present Grammy U, 2015 – present

HONORS The Monthly Film Festival

Original Score of the Month (April 2017 ed.) for *Codes Aided*

Columbia College Chicago

Awarded Graduate Assistantship for Music Composition for the Screen Program

Kennesaw State University 2016 Global Game Jam Best Original Score for *Dark Ascension*

LaGrange College

Martha Estes Achievement Award Amy Johnson Smith Boozer Scholarship 2014-2016

EDUCATION	Master of Fine Arts: Music Composition for the Screen Columbia College Chicago – Chicago, IL	May 2018
	Bachelor of Music : Composition & Music Technologies LaGrange College – LaGrange, GA	May 2016

REFERENCES AVAILABLE UPON REQUEST