

## EDUCATION

Royal College of Music: MComp Composition for Screen, 2012-2014 (*Masters*)

- Course included in-depth study of film music history and orchestration, advanced MIDI sequencing and score preparation as well as practical conducting/orchestral recording workshops and a number of high profile masterclasses.
- Received a Distinction for final year composition portfolio.

## CREDITS & EXPERIENCE

2018: Guest Writer for The Sound Architect

- Conducted a [written interview](#) with Battlefront composer Gordy Haab, published on the Sound Architect

Current: Lead Audio Designer for Invisibit Studios (*December '15 - Present*)

- Overseeing the creative direction for audio and composing the music for platform game "[Bip](#)" (2018). Role also includes audio implementation in Unity, sound design creation.

2017: Freelancer for Playerthree Ltd (*March-December*)

- Creating loops, stings and sfx for "Cloudy With a Chance of Meatballs: Steve" and "Disney 25 Days of Christmas".

2017: Volunteer for London Games Festival (*March-April*)

- Helped steward events and wrote a blog on my experiences for London Games Festival 2017.

2016: Dead Island 2 Composer Pitch (*May*)

- Pitched 3 tracks at the request of Sumo Digital for Dead Island 2 (in development).

2016: Freelancer for Playerthree Ltd (*March-September*)

- Creating loops and stings for Disney Pixar's "[Cars: Lightning Speed](#)" and several Ben 10 web games.

2015: Freelancer for Playerthree Ltd (*Feb - November*)

- Including creating loops, stings and sfx for Disney's "[Soy Luna: Roller Pop](#)" and "[Reaction Race](#)" a partnership app between Williams F1 and Oris watches.

2015: Orchestral parts copying/preparation for "Rudhramadevi" (*April*)

- Copied handwritten cues, prepared sheet music parts and provided assistance under the supervision of Jessica Dannheisser, during the orchestral recording sessions for "Rudhramadevi" (dir. Gunasekhar).

2014: Audio Intern for Playerthree Ltd (*Nov - Dec*)

- Created loops, stings and sfx for brand games including Disney XD's "[Oddventureland](#)".

2014: Orchestral Parts Preparation for "Crimson Peak" (*Dec*)

- Prepared sheet music parts (binding, taping, distributing) and provided general assistance under the supervision of Jessica Dannheisser, during the orchestral recording sessions for "Crimson Peak".

2014: Orchestral Parts Preparation for "Hercules" (*June*)

- Prepared sheet music parts (binding, taping, distributing) and general assistance under the supervision of Jessica Dannheisser during the orchestral recording sessions for "Hercules" (dir. Brett Ratner).

## SKILLS & ACHIEVEMENTS

Software proficiency including 10 years experience using Logic Pro and in Sibelius. Practiced transcriber and contributor to online video game sheet music resources. Modest experience with game audio middleware software including Wwise and Fmod.

Finalist in Oticon's Film Music Competition 2015

- 1 of 30 finalists from 123 entrees into Oticons annual Film Music Competition, 2015 (*OTICONS LTD*).

Proficient multi instrumentalist (guitarist, percussionist, bassist, vocalist)

- Released [debut EP](#) under the moniker "Cat's Comet", 2013.
- Grade 6 Electric Bass Guitar with Distinction, 2010 (*Rockschool*).

## REFERENCES

David Streek (*Director/Owner at Playerthree*)  
Playerthree LTD  
SE1 3TQ  
Tel: 020 7378 1798

Enrica Sciandrone (*Composition For Screen Professor*)  
Royal College of Music  
SW7 2BS  
Email: [enrica.sciandrone@rcm.ac.uk](mailto:enrica.sciandrone@rcm.ac.uk)