# Objective

I am a student working towards being a successful composer and sound designer in film and video games. I have been studying the music of everyone from Beethoven to Akira Yamaoka and have been applying what I have learned to my own writing.

# Experience

**Performer (SMT X FE) Spring 2015**

* Worked as a performer and consultant on Berklee student Gabriel Ciaffone Rodriguez’s arrangement of Shin Megami Tensei X Fire Emblem Medley.

**Mass Digi/Vivox Spring 2015**

* Worked as a quality assurance tester, through Mass Digi, for Vivox’s game chat service.
* Performed designated tasks requested from Vivox to evaluate chat service and provided detailed feedback, documenting findings and providing suggestions.

**Musical Collaboration February 2015 to Present**

* Presently working with several artists as a contract musician on multiple arrangements.
* Collaborations include covers of The Godfather Love Theme, In Shadows (Jeff Williams), and Pamela (Toto).
* Participated as an arranger on the cover of The Poem for Everyone’s Souls (Shoji Meguro).

**Performing Musician (The Pierce Collective) January 2014 to January 2015**

* Performing bassist and co-arranger for The Pierce Collective, a jazz band performing in the Williamsburg Virginia area.
* Responsible for arranging jazz standards for performance by four piece band. Played bass, guitar, and keyboards.

**Atlanta Game Jam September 2014**

* Participated in two-day game development "jam" where developers and musicians worked to create a complete game in 48 hours.
* Worked with team members to create the sound effects and music for the game Street SmART.
* Worked with Project Lead to re-create music themes when development changed midway from a fantasy style tower defense to a tower defense set in a modern urban area**.**

**Berklee Summer Check-In Office June 2016 to August 2016**

* Worked part time to help students and parents check in.
* Regularly answered questions from concerned parents and students.
* Worked with a team of people where efficiency and flexibility was most important.

**Joycestick September 2016 to May 2017**

* Writing music and creating sound design for a virtual reality experience based on the book *Ulysses* by James Joyce.
* Working in a large team where many inputs are given and having to work with them all in order to create the best product.
* Working closely with an audio team in order to create an emotional and immersive experience.
* <http://joycestick.bc.edu/>
* http://bigstory.ap.org/article/8ca6137f8393406c9d27d60bd93e4b72/turning-james-joyces-ulysses-virtual-reality-game

**Jack Gator II March 2017 to April 2017**

* Boom microphone operator and Composer

# Education

# Berklee College of Music, Boston MA

#  Fall 2014 to Present

# Attended two Five-Week summer study sessions during High School.

# Presently studying the process and art of composition and how to create quality sounding music.

# Successfully completed coursework includes Ear Training, Composition, and Counterpoint.

# Jamestown High School, Williamsburg, VA

# Fall 2009 to Spring 2014

# Graduated with Advanced Studies Diploma.

# Earned over eight Advanced Placement credits in Music, English Composition, History, and Statistics.

# Skills

I am a proficient guitarist and bass player as well as a being a piano player and percussionist. I have experience working in multiple digital audio workstations (DAWs) including *Logic* and *Pro Tools.* I am also fluent in musical transcription tools including *Finale.* I can work in an environment and follow a common goal while being able to share my own thoughts on the product constructively.