



# Joshua Michael Carro – Composer – Mx/Sound Designer – Consultant

Hello, I'm Josh – an MPSE-nominated composer, music designer, and sound designer with experience creating impactful audio for video games, film, television, and experimental performance. My work spans interactive and linear media, combining generative and procedural music systems with strong thematic identity and technical implementation. I bring a disciplined, collaborative approach to sound creation, with a focus on clarity, originality, and delivering high-quality work on schedule. [PORTFOLIO](#)

## EMPLOYMENT HISTORY

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**PRINCIPAL COMPOSER and MX DESIGNER [2026 – Present] DLC (BL4) | Gearbox Software – AAA Dev**

- Research, Development, Concept Music, Mockups
- Music Composition Pillars, Style Guides, Documentation
- Music: Ambient, Combat, Cinematics, Main Themes, Bosses, UI
- Manuscripts and Reference Tracks for recording sessions
- Board Presentations for every Cycle Review

**PRINCIPAL COMPOSER and MX DESIGNER [2025 – Present] Bounty Pack 1 (BL4) | Gearbox Software – AAA Dev**

- Research, Development, Concept Music, Mockups
- Music Composition Pillars, Style Guides, Documentation
- Music: Ambient, Combat, Cinematics, Main Themes, Bosses, UI
- Manuscripts and Reference Tracks for recording sessions
- Board Presentations for every Cycle Review

**PRINCIPAL COMPOSER and SOUND DESIGNER [2024 – 2025] REVENGE | Everreach Labs – AAA Dev**

- Research, Development, Concept Music, Mockups
- OST
- SFX and Music Post Production for Marketing Content

**PRINCIPAL COMPOSER and MX DESIGNER [2023 – 2024] Prospect Renegade | No Split Dev – Indie Dev**

- Research, Development, Concept Music, Mockups
- OST – In-Game Adaptive Music

**HONORED COMPOSER AND PUBLICATION [2023] Center for Deep Listening | MIT Press**

- Research, Development, Score Preparation, Recording, Audio Engineering
- Honor Award and Publication of score '1 to ∞'

**PRINCIPAL COMPOSER [2020 – Present] Borderlands 4 | Gearbox Software – AAA Dev**

- Research, Development, Concept Music, Mockups
- Music Composition Pillars, Style Guides, Documentation
- Music: Ambient, Combat, Cinematics, Main Themes, Bosses, UI
- Manuscripts and Reference Tracks for recording sessions
- Board Presentations for every Cycle Review

**PRINCIPAL COMPOSER [2020 – 2022] Tiny Tina's Wonderlands | Gearbox Software – AAA Dev**

- Research, Development, Concept Music, Mockups, Documentation
- Generative Music for Maps, Cinematics, Bosses, UI, Main Menu, DLCs
- Implementation in Wwise and UE4
- 2 Versions of an OST (Digital Length and Vinyl Length)
- Content Presentations for every Cycle Review

## EDUCATION

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2011 – 2013      M.F.A. Performance, Composition, Ethnomusicology | California Institute of the Arts  
2001 – 2005      B.A. Music Performance and Composition | Arizona State University

## Contact

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[joshuacarro.com](http://joshuacarro.com)

## Works

[Performance Reel](#)

[Commercial Reel](#)

[List of Works](#)

[Electronic Music](#)

[Chamber Music](#)

## DAW

Ableton

Cubase

Nuendo

Protools

Logic

Reaper

## Middleware

Wwise

Fmod

## Game Engines

UE5

Unity

## Version Software

Perforce

UGS

## Production

Jira

Confluence

Miro