



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

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

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

480.365.8009
joshua.carro@gmail.com
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