



Hello, my name is Josh. I am an innovative audio professional with extensive experience in crafting award-winning sound effects and adaptive modular musical scores for ensembles, television, film, and video game projects. Skilled in seamlessly integrating audio elements into diverse productions, I excel in client communication and maintaining project timelines. Driven by a passion for creating original, impactful audio, I bring a distinctive and powerful style to every project I undertake. [Composition Reel](#)

EMPLOYMENT HISTORY

PRINCIPAL COMPOSER and SOUND DESIGNER [2024 - Present] REVENGE | Everreach Labs - AAA Dev

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

PRINCIPAL COMPOSER [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
- Content 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

PRINCIPAL COMPOSER [2019- Pres] Allucinari - A VR Performance | NM Contemporary Ensemble

- Research, Development, Concept Music, Graphic Scores, Mockups
- Art, Tech, Creative Direction
- Rehearsal Tech and Lead
- Documentation and Recordings
- Music Composition Pillars and Style Guides

COMPOSER IN RESIDENCE [2018 - Pres] | James Tenney Symposium

- Field Recordist, Composer, Video Artist, Audio Engineer
- 3 full length premiere concerts of original work
- Art, Tech, Creative Direction
- Honorary Board Member

COMPOSER IN RESIDENCE [2015-2016] | Syros Sound Meetings Athens, Greece

- Field Recordist, Composer, Video Artist, Film Editor, Engineer
- 55 minute art film [PERVERSION]
- Film premiere and concert of art film [PERVERSION]

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

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Works

[Performance Reel](#)

[Commercial Reel](#)

[List of Works](#)

[Electronic Music](#)

[Chamber Music](#)

DAW

Ableton

Cubase

Nuendo

Protools

Logic

Reaper

Middleware

Wwise

Game Engines

UE4

UE5

Unity

Version Software

Perforce

UGS

Production

Jira

Confluence

Miro