



Hello, I am Josh: An Innovative audio professional, experienced in creating award-winning SFX and musical scores for ensembles, television, film and video game projects. Adept at integrating sound elements into projects, communicating with clients while ensuring projects remain on schedule, I am passionate about creating original audio with a unique and powerful style. [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

**TOURING COMPOSER/PERFORMER [2017-Pres] West and East Coast** | EHNAHRE

- Touring Percussionist and Composer for live ensemble
- Studio Percussionist for 4 Full Length Albums
- Recordings, Audio Engineering
- Creative, Tech, Art Direction

**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

Protocols

Logic

## Middleware

Wwise

## Game Engines

UE4

UE5

Unity

## Version Software

Perforce

UGS

## Production

Jira

Confluence

Miro