

CORBET WELLER

WWW.CORBETWELLER.COM

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OBJECTIVE Composer– To compose and produce epic music for your game!

EDUCATION - **B.A., Music Composition** from Old Dominion University, Norfolk, VA (2005-2008)
- GPA 3.33
- Studied Music Composition under Dr. Andrey Kasporov at ODU (2005-2008)
- Studied Orchestration with Dr. Adolphus Hailstork (2008)
- Wintergreen Fine Arts Music Academy (2008)

EMPLOYMENT - **Owner/Composer/Audio Director** at Uncharted Interactive (February 2011-Present)
• Design games from concept to release owning all audio development
• Create and institute all original score, voice overs, and SFX

- **Lead Quality Assurance Specialist** at E! Entertainment (ASTADIA) (June 2013-Present)
• Manage and administrate the Digital Operations QA team (Agile/Waterfall)
• Liaison between stakeholders, developers, and other digital operation team affiliates

- **Freelance Composer / Audio Engineer** (2008-Present)
• Accomplished composer credited in over ten independent projects
• Re-orchestration, midi mapping, and mixing
• Proven capability to evocatively compose for a broad spectrum of musical genres

CREDITS

<u>Project</u>	<u>Role</u>	<u>Company</u>
2015 - <i>Kernips (VG)</i>	Score and SFX	Uncharted Interactive
2013 - <i>Rad Hotel (VG)</i>	Score and SFX	Melty Games
- <i>Iron Synapse (VG)</i>	Score and SFX	Uncharted Interactive
2012 - <i>Jacob and His Astonishing Ability</i>	Score	Michael Alvarado
2011 - <i>Stronghold</i>	Score	Kelley Quinn
2010 - <i>Walter and the Magic</i>	Score	Cherrymation Studios
- <i>Blameless</i>	Score	Joshua Overbay
2009 - <i>Transposition</i>	Score	Joshua Overbay
- <i>Dissonance</i>	Score	Cherrymation Studios
- <i>The Nanny Job</i>	Score	Cherrymation Studios

SOFTWARE - Audio/MIDI – Logic Pro (+10 years), Pro Tools, Finale, Sibelius, Abelton, Ominsphere, Kontakt, Native Instruments, PLAY, M-Audio, Amplitube, Guitar Rig, Unity
- Office - Access, Excel, Word, Power Point, Outlook, Test Track Pro, JIRA, Trello

QUALIFICATIONS - Powerful knowledge of composition, instrument notation, timbre, ranges, and velocity
- Strong understanding of game development timeline and project management
- Trained Pianist/ Guitar/Voice (bass), Improvisation, Song Writer/Lyricist
- Accountable and dependable delivery
- Fully immersed love of videogames
- Excellent team player who works well under pressure
- Superb written and verbal skills