

GALEN BORSON

MUSIC COMPOSER | SOUND DESIGNER

Galen@GalenBorsonMusic.com

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www.GalenBorsonMusic.com

Experience

Audio Producer 07/2015 – Present
Songabby – San Francisco, CA

- Setting up and running vocal recording sessions in Logic Pro X with young children. Engaging with performers to write lyrical and melodic content for a fun and creative recording environment.
- Producing studio quality songs using custom Apple loops library in Logic Pro. Contributing and QA testing new loops for the audio sample library.
- Managing equipment inventory such as microphones, computer hardware, cables, and studio monitors.

Systems Administrator 04/2014 – 10/2016
Eudemonia – Berkeley, CA

- Writing Python and Javascript scripts for optimizing file management systems and enhancing customer experience.
- Managing and troubleshooting Windows computers for customer use, as well as administrative Linux servers.
- Updating customer computers with new video games, replacing defective hardware, upgrading operating systems.

Lead Contractor 08/2012 – 03/2014
Disney Interactive – Palo Alto, CA

- Creating sound design assets for mobile game "Disney Hidden Worlds." Combining both commercial sound libraries and field recordings for fun and quirky sound effects depicting popular intellectual properties.
- Collaborating with in-house sound designers for creative and artistic direction.
- Authoring MIDI files for mobile game "Tap Tap Revenge." Implementing extensive tempo mapping to hit pop and dance songs for in-game sync. Performing ad hoc quality assurance tests using proprietary software.

Selected Projects

Touching Sound – The Technika Documentary (2017)

Composed music cues for original soundtrack.

Angry Bots (2017)

Music and sound design replacement in Unity engine, with additional implementation in FMOD Studio.

BMS Of Fighters (2014 – 2016)

Music composition & implementation into rhythm game Lunatic Rave 2. Songs "All Is Done" and "mnemogeny" used in compilation albums "Groundbreaking 2014" and "Groundbreaking 2015."

Skills

- Certifications in Logic Pro, Pro Tools, Ableton Live, and Wwise.
- Experience with Unity Engine, FMOD Studio, and Final Cut Pro.
- Working knowledge of Python, Javascript, and C#.
- macOS, Windows, Ubuntu Linux.
- Excellence in written communication

Education

Core & DSP Certifications in Audio Production

Pyramid Training, December 2012

Bachelor of Arts: Japanese

University of California: Santa Barbara
June 2011

References furnished upon request