

TIMOTHY ROSKO, MUSIC AND SOUND DESIGN

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PROFILE

Versatile composer and sound designer with experience in leadership roles and collaborating on interdisciplinary teams.

EDUCATION

Carnegie Mellon University, Entertainment Technology Center

Pittsburgh, PA

- Master of Entertainment Technology, May 2015

Relevant Coursework

Game Design
World Music
Building Virtual Worlds

Belmont University

Nashville, TN

- Bachelor of Music in Composition, Magna Cum Laude, May 2012

Relevant Coursework

Music Technology
Orchestration
Jazz Arranging

SKILLS

Music and Audio

Logic Pro Adobe Audition
ProTools Cubase
Finale 2014 Max/MSP (basic)

Other

Perforce Adobe Illustrator
Microsoft Office Adobe InDesign
Adobe Premiere Adobe Photoshop

ACADEMIC PROJECTS

Composer and Sound Designer, Team Star Stone, Pitch Project, Fall 2014

Entertainment Technology Center, Carnegie Mellon University; Pittsburgh, PA

- Researching how music can facilitate the learning of a complex game for new players.
- Composing music for multiple game modes and designing user interface sound effects.
- Creating an audio production schedule for a 16-week long project.

Composer and Sound Designer, Team Fenix, EA Project, Spring 2014

Entertainment Technology Center, Carnegie Mellon University; Pittsburgh, PA

- Composed original music and lead the sound development for a game intended for families.
- Worked in collaboration with the Office of the Chief Creative Officer (OCCO) at Electronic Arts.

Sound Designer, Team Ursa, Games For Change Project, Spring 2014

Entertainment Technology Center, Carnegie Mellon University; Pittsburgh, PA

- Created a game using GPS tracking that was presented at the 2014 Games for Change Festival.

PROFESSIONAL EXPERIENCE

Pipeline Teaching Assistant, Building Virtual Worlds, Fall 2014

Entertainment Technology Center; Pittsburgh, PA

Production Sound Mixer, Styx (short film, 2015), Matt Costa, Director; August 2014

Audio Instructor, Summer 2014

National High School Gaming Academy; Pittsburgh, PA

- Taught high school students the basics of sound design and recording for game development.
- Taught the students how to use Adobe Audition and Protools.
- Guided the students in developing the audio direction of their projects.

Freelance Composer and Arranger, June 2012—August 2014

Nashville, TN

- **Oh! Treasure**, June 2014: Composed music and created sound effects for a networked multiplayer iOS game developed by CMU students in one week.
- **Cosmology**, April 2013: Collaborated with two other arrangers to create an original arrangement for two choirs and string orchestra performed by the Belmont University Women's Choir, University Singers, and Chamber String Orchestra.
- **Mysterium Online**, summer 2012: Transcribed to sheet music the songs from the albums *Ancient Hymns & Chants* and *What Wondrous Love* by Nashville music group Marian Grace.

ACTIVITIES/COMPETITIONS

Composer and Experience Designer, Illuminations: Urban Reflections

Walt Disney Imagineering, Imaginations 2014 Competition, Semi-Finalist

Singer, Disney's World of Color—Winter Dreams, November 2013—January 2014

Co-Music Director, The Beltones at Belmont (a cappella group), 2011—2012