

# Sean Petersen



Composer/ Sound Designer  
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## Objective

Films and video games have the ability to leave a lasting impact on those who experience them. Through music and sound design, the connection that a person feels to these mediums can be enhanced in ways both subtle and grandiose. My objective is to affect the player/viewer with my work to deepen their investment in the final product. I have been creating audio and music for multi-media since 2012, below are some of the highlights.

## Experience

### **Chroma** **2017 - Present**

Provide music for Chroma's catalog in television and advertising, Chroma X.

### **Netflix** **2017**

Created original music and sound design for the comedy special "The Lucas Bros: On Drugs" as well as overseeing the editing process in regard to the work of other audio designers, culminating in the final mix of VO, SFX and Music.

### **Sound Associates** **2017**

Work as an A1 live audio mixer with the renowned company throughout New York City.

### **Normandy: A World Apart** **2016**

Composed the original score for the festival-winning documentary.

### **Perihelion Productions** **2015 - Present**

Provide all audio and music for the popular video game "Pokémon: Ethereal Gates" whose demo has been played by 600,000+ people to date, in addition, I assist with marketing, beta testing and story development.

### **Memoir of an Honest Voice** **2014**

Constructed a full score (writing, orchestration and production) for the film, which was an official selection of the Pan African Film Festival in 2015

## Education

### University of the Arts 2011 - 2015

Achieved my BM in Music Composition and won Dean's awards in both leadership and interdisciplinary collaboration. Concentrated on music and audio for films and video games under the instruction of Mike Worth, David Bennett Thomas, Norman David, Rick Hall and Evan Solot.

## Skills

Music Composition, Music Production, Music Arranging, Conducting, Sibelius, Finale, Sound Design, Audio Mixing, Foley Recording, VO Production, Pro Tools 10 – 12, Logic Pro X, MIDI Instrument Programming, Experience in Unity Game Engine, Fmod, Wwise, Piano, Guitar, Bass Guitar, Drums, Trumpet, Vocals, Social Media Marketing, Microsoft Excel, Beta & QA Testing