

JAMES MORRELL

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SUMMARY

Highly intuitive and passionate in creating music that elevates the storyline and emotional response, compelling the audience to connect more deeply.

EXPERIENCE

Berklee Online – Course Update Advising (May 2023 – September 2023)

Curriculum review and creation for the Game Audio Production with Wwise course.

Beta Testing – Orchestral Tools (March 2023 to present)

Part of the Beta team for new products giving feedback on voice volume, balance, and technical bugs.

Berklee School of Music – Tutor for Film, Game and Media Scoring (January 2023 – May 2023)

Tutored students in all aspects of scoring, holding weekly office hours and offering project assistance.

Product Development Intern – Sonuscore, Germany (June 2022-September 2022)

Duties included composition of demo tracks, Kontakt authoring, VST beta testing and sample editing in ProTools, and collaboration with multiple teams across time zones.

Audio Director & Composer – Radio Exurbia (2022), Oodee’s Passion (2022), Wobble Warriors (2021), Amira’s Blessing (2020), [Composer Only: Dreamland (2021), Spaced Out (2020)]

Led 2-4 person audio teams and worked directly with development teams to bring audio to life. Led weekly meetings to check in and manage team progress. Developed audio middleware solutions tailored to creative needs. Composed modular, interactive music that dynamically changes with player action.

Orchestral Composing – Berklee College of Music (September 2020-Present)

Composed and arranged for up to 20 piece orchestral ensembles. Created detailed MIDI mockups then prepared session files for submission to a variety of studios. Produced detailed scores and parts in Dorico 4. Successfully led dozens of live recording sessions, fostering a collaborative and uplifting environment that allows the soul of the music to be heard. Mixed and layered recorded audio to enhance original mockup.

EDUCATION

Bachelor of Music – Double Major – Film & Media Scoring; Game & Interactive Media Scoring

Berklee College of Music, Boston, MA (September 2019 – May 2023)

SKILLS

DAWs

Cubase 12
Logic Pro X
AVID Protools

Middleware & Engines

Wwise
Unity
Unreal Engine 5

Version Control

Perforce
Github
Tortoise SVN

Organization

Google Suite
Microsoft Office

PASSIONATE PURSUITS

A love of challenge and the outdoors grounds my creativity.

- Wim Hof (February 2022) - successful ascent of snow covered Sněžka, Poland in only shorts and boots!
- Hiking (2006- present) – highlights; Mount Fuji (Japan), Salcantay (Peru), the Adirondack 46ers
- Rock Climbing (2006 – present) - indoors and outdoors
- Aerospace and Flight (2013- present) - 80hrs of training including fixed wing and helicopter