

# Maxwell Brumbelow

Music Composer/Audio Producer

## Contact Details

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## Personal statement

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Ever since I was a child, I have had an incredible passion for music. When my father gave me a notation program at the age of 11, I was hooked on creating my own. Over the past almost 20 years, I have honed my skills as an Audio Producer, working and collaborating with other musicians. I have learned a wide variety of different instruments and many different notation programs/DAWs. While I have personally worked on many different types of projects through different mediums, I have found my niche in video game music and that is the current path I am pursuing. While I may have minimal creditable experience in this field, I can assure you that you will never find someone that will work harder to give you the music you think is perfect for your project.

## Key Skills

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- Focus on video game music of all different types, and sounds
- 10+ years advanced experience with DAWs, mixing, arranging
- 2+ years of Music Composition degree, in progress (focus on composition, music theory, and MIDI equipment and arranging)
- 10+ years experience with advanced equipment (cabling, mixers, synthesizers)
- Able to use professional skills and extreme motivation to see a project through, the way you want it, when you want it
- Managed small to large teams of Artists: numbering 4 to 21

## Technical Skills

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Software	Experience Level	Software	Experience Level
Cubase	10+ years	Harmony Assistant	10+ years
Adobe Audition	10+ years	Ableton Live	1 year
Sibelius	7 years	Unity	1 year

## Employment History

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### **Audio Producer, Rogzilla**

Rogzilla vs. Art, an art tutorial show on YouTube

*(January 2018)*

Responsibilities:

- Make Intro/Outro music for this new up and coming YouTube series
- Work with him in a timely manner to get exactly the sound he wants

Achievements:

- Made quality Intro/Outro music for him in less than a month
- Worked closely with him, showing him various examples of different types of intros and outros until we homed in on an idea he liked
- Worked hard to the smallest details on it with him to make sure it was perfect
- He was extremely happy with the outcome of the music and it is currently in use on his show

### **Audio Producer, Love Melon Games**

Chicken Hates Trump, released for Android

*(July 2017 - August 2017)*

Responsibilities:

- Music for the title and for 1 level
- Assorted sounds (Man talking/grunting, missile shots, explosions, etc.)

Achievements:

- In less than a month I had composed the music for the game, as well as recorded sounds for rocket firing, some impact sounds, several minutes of dialogue, and chicken sounds.

### **Owner, Partaxx Music, based in USA**

Personal music label

*(January 2012 – Present)*

Responsibilities:

- Create all different types of music to showcase my abilities
- Make my clients quality music and sounds for their media

Achievements:

- Released 50+ videos on YouTube and still going
- Clients have been consistently very happy with the finished products and the speed at which they are created
- I always manage to get the project done on time and with high quality, often even before the deadline

## Education

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### **Portland State University** **Bachelors of Music Composition**

*(September 2008 – Present)*

Degree still in progress, as I am paying only out of pocket for the courses.

Focuses:

- General Composition
- Music Theory and Analysis
- Sight Singing/Ear Training
- Choir, guitar, piano

## Hobbies & Interests

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I am currently creating and playing music as much as I possibly can in my spare time. It is something I am extremely passionate about doing and I am now doing it full time, although I have been doing music composition for about 18 years now. I also have a huge interest in technology. Most of my career so far has been technology related, and I am qualified to work professionally on things like computers, tablets, and phones. I enjoy building and fixing computers when I get the chance as well. This has had bearing on my musical deeds as well, what with building the perfect computer and electronically composing most of my songs. I have a home studio that I keep growing. Otherwise, I get involved in the music community as much as I can. I love having multiple projects at once because I react very well to high pressure environments.

## References

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References are available upon request.