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SKILLS

- music supervision
- gaming industry
- licensing management
- audience engagement
- sound design
- project coordination

EDUCATION

**BACHELOR OF SCIENCE IN GAME DESIGN,
UNIVERSITY OF CALIFORNIA, SANTA
CRUZ**

LANGUAGE

- English
- Spanish
- German

ACHIEVEMENTS

- Contributed to a game that won the BAFTA for Best Game Music.
- Secured a placement in a top-selling game title that boosted sales by 40%.
- Recognized for innovative sound design at the Game Developers Choice Awards.

Michael Anderson

MUSIC SUPERVISOR

Strategic music supervisor with a specialized focus on gaming and interactive media, bringing over five years of experience in curating soundtracks that elevate player engagement and enhance gameplay experiences. Proven ability to collaborate with game developers and creative teams to ensure music complements narrative and gameplay mechanics. Skilled in managing the complexities of music rights and licensing within the gaming industry, ensuring compliance while maximizing creative expression.

EXPERIENCE

MUSIC SUPERVISOR

Epic Gaming Studios

2016 - Present

- Directed music selection for multiple game titles, enhancing player immersion.
- Collaborated with developers to align music with gameplay mechanics and narrative.
- Negotiated licensing agreements with artists and composers, ensuring legal compliance.
- Utilized gaming analytics to assess player responses to music choices.
- Conducted workshops for composers to explore innovative sound design.
- Managed cross-disciplinary teams to streamline music integration processes.

ASSISTANT MUSIC SUPERVISOR

Game Changer Productions

2014 - 2016

- Assisted in curating soundtracks for various indie games, enhancing player experience.
- Maintained a database of music rights for quick reference during production.
- Conducted research on gaming music trends to inform sound choices.
- Supported the senior supervisor in negotiating licensing agreements.
- Coordinated with sound design teams to ensure quality audio production.
- Participated in creative meetings to generate innovative music concepts for games.