ALEX BURNETT

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PROFESSIONAL SUMMARY

Professional composer for film, TV and video games with several years of experience working in the creative industries. Always reliable in delivering music to the highest quality and going above and beyond what is expected from a client. Versatile in composing within a broad range of musical styles and genres and for a wide variety of media. Strong collaborative skills and positive attitude towards work as well as being able to effectively respond to briefs and work to specific timescales. Clients to date include Channel 4, ITV Studios, Beans Entertainment, ARTE and Panasonic. Also skilled in arranging, producing, audio programming and sound design.

EDUCATION

MA in Composition for Film and Television, University of Bristol – 2013

Composing for Commercials Training Course, Faber Media Academy – 2012

BMUS in Music (Composition), Royal Holloway University of London – 2011

SELECTED INDUSTRY EXPERIENCE

Composer/Sound Designer for Bean&Gone

(2017 - Present)

Working for children's media company Bean&Gone of Beans Entertainment as composer and sound designer. Responsibilities include:

- Composing the Bean&Gone Signature Theme
- Writing the music for the various Bean&Gone projects including a mobile game, AR/VR apps and a TV show
- Producing sound design for key projects as and when required
- Maintaining a sonic signature for the brand
- Mixing and mastering all audio

FILM

9Realms: The Fateful Oath - 2017 SHORT FILM - QUIT YOUR DAY JOB PRODUCTIONS (NOMINATED FOR BEST SCORE AT LA CINEFEST)

Echoes - 2016
SHORT FILM - MERRITT PRODUCTIONS

PNG: The Land of the Unexpected - 2015 DOCUMENTARY - UNEXPLORED FILMS

TV

The Last Leg - 2017
TV SERIES - ITV STUDIOS/CHANNEL 4

Never Seen A Doctor - 2016 DOCUMENTARY - CHANNEL 4

Bodyshockers - 2016 DOCUMENTARY - CHANNEL 4

Giants On The Edge - 2014 DOCUMENTARY - ZSL (WINNER OF BBC EARTH AWARD)

VIDEO GAMES

Frankenstein - 2018

MOBILE/NINTENDO SWITCH - ARTE (LA BELLE GAMES)

Bean&Gone PlayPatch - 2017
IOS/ANDROID APP - BEANS ENTERTAINMENT

The Mimic - 2016
PC GAME - SILHOUETTE WOLF

CORPORATE

AW15 Night Campaign - 2016 ADVERT - HEMSLEY LONDON

VIERA Halloween Promo - 2014 PROMO FILM - PANASONIC UK

SKILLS

Composing/Audio Engineering:

- Versatility Ability to write in a range of different musical styles and instrumentation, including for both electronic and acoustic instruments.
- Additional skills Proficient in other areas of audio production including sound design, audio programming, editing, mixing and mastering.
- Qualified in reading and writing music including the arranging of parts and producing a musical score whether for arrangements or compositions.

Studio Work:

- Software Proficiency Logic Pro, Sibelius, Pro Tools, Reason, AudioKinetic Wwise, Unity.
- Hardware Proficiency Experience with the use of audio interfaces, reference monitors, mixing desks, microphone set-up, preparing live installations and recording musicians.
- Fully trained in all studio practices through both my BA and MA courses.

Interpersonal Skills

- Enjoy working as part of a collaborative team as well as being able to work independently and take on responsibility.
- Have a strong ability to take an analytical approach in any situation whether that is towards my own
 work or helping others to resolve a problem.
- Friendly and approachable while maintaining a professional attitude at all times.

Time Management

- Flexible with deadlines and able to work well both over a long period of time and also when under pressure due to tight deadlines.
- Always seeking to manage time effectively while still delivering the best possible result for clients.

REFERENCES AVAILABLE ON REQUEST