Ben Nix-Bradley

Composer, Producer, Multimedia Developer, Student

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"Angrycrow" on Google

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EXPERIENCE

Mint Potion Studios, Santa Clarita, CA - Production Engineer   **2016 - Present**
Produce live stream broadcasts for a variety of shows using OBS, Wirecast and TriCaster systems. Supporting and teaching game development and music production interns. Develop mobile, VR, and live streaming graphics for a variety of projects.

TOOLS

Adobe, Blender, Maya, Ableton, Logic Pro X, Unreal Engine, Unity3d, Office Suite and Operating System fluency in macOS and Windows, OBS Studio, Visual Studio, Xcode, VS Code, Wwise, C#, Unreal BluePrints, Lua, ChucK, HTML, CSS, Javascript

RECENT PROJECTS

Los Angeless (film) - Composer, Jan. - March 2019
Segment composer for "Freaks and Animals" Directed by Sarah Tither-Kaplan.

Bento Banana (series) - Composer, Feb. - April 2019
Music cue composer for episode 2 Directed by Ari Grabb.

Cartoon Network "OK K.O. ! Let's Be Heroes!" - Composer, June 2017- March 2019
Original music cues for many episodes of the Cartoon Network Series using Logic Pro X and Ableton Live.

Jesse Cox "Gentlemen's Club" (series) - Recording Engineer, May 2018- Feb. 2020
Sound recording for live talent segments.

ISNOX Ent. "UpStart" (pilot) - Production Engineer, March 2017 - June 2018
Sound Recording, Camera, Production Management, Audio/Video Editing and Original Soundtrack for the full 22 minute pilot and pre-production tests using Adobe Premiere, After Effects, Photoshop and Ableton.

TOFG Co. "SWAP MEAT" (game)- Unity Developer, Aug. - Sept. 2017
Developed and published a mobile game for iOS/Android using Unity3d and UnityAds.

Hyperkinetic Studios - Unity Developer, Feb. 2016- Aug. 2017
Converted motion graphics to interactive user interfaces for trade shows. Implemented 3d audio demonstrations for mobile devices and other applications using C# and Unity3d.

Psyop "Moving Hazard" (trailer) - Unreal Engine Animation, Nov. 2015 - Feb. 2016
Delivered print and video assets using cinematic sequencer tools. Modified existing game art to create new animations for storyboard adjustments.

Maker Studios "Geekenders" (GO90 series) - Composer, May - Sept. 2015
Contributed and created original music for the web series.

Ninja Sex Party "6969" - 3d Modeling, March - April 2015
Created the space ship used throughout the video.

EDUCATION

Los Angeles City College, Los Angeles, California   **June 2019 - Present**
Music Composition AA-T, 4.0 GPA, Herb Alpert Scholar. Class of 2021

Online Course Certification
Coursera | Approaching Music Theory,
Instructor : Marc Lowenstein   Issued: July 12, 2019

Introduction to Programming for Musicians and Digital Artists,
Instructor : Ajay Kapur   Issued: Jan. 28, 2016

Sound Synthesis Using Reaktor,
Instructor : Owen Vallis   Issued: Jan. 28, 2016

Sound Production in Ableton Live for Musicians and Artists,
Instructor : Jordan Hochenbaum   Issued: Jan. 28, 2016

The Art Institute of California, Santa Monica, California   **2005 - 2009**
Game Art and Design, 3.2 GPA

REFERENCES

Aaron Umetani : Independent Director / Stop Motion Artist :
(408) 602 1111 : aaron.umetani@gmail.com

Laura Skill : Advanced Casting & Talent (Owner)
(323) 645-2323 : lauraskill@mac.com

Noah Vawter : Mentor / Engineer :
(617) 230-5047 : nvawter@media.mit.edu