



# Cristiana Simoes

## Composer

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### About Me:

I am currently a software developer, but my true passion lies in composing music for video games, television, and film. With a strong foundation in music theory and composition, supported by both a bachelor's and a master's degree, I've been creating music for over a decade. Music has been a constant presence in my life, offering solace in difficult times and amplifying moments of joy. Now, I am eager to refine my skills in composition and sound design to craft innovative and unforgettable music that resonates with others. My ultimate dream is to become a full-time composer, bringing excitement and emotion to audiences through my work.

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### Skills:

Composition

DAW's and Notation:

Instruments:

Audio Production:

Some music theory

Logic Pro, Pro Tools

Piano, a bit of guitar

Mixing, Mastering

Listening skills

Studio One, MuseScore

Musical creativity

Emotional Expression

Working on storytelling skills

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## Mixing and Mastering projects.

### Audio Engineer

Hertfordshire July 2020 - July 2020

For my masters degree in audio engineering, we had to mix and master tracks for our fellow students in ProTools and Logic Pro X. This was a great opportunity to learn how to work with different genres and styles of music. I was able to work with a variety of artists and help them achieve the sound they were looking for.

#### The gardener

- I applied extensive equalisation (EQ) to clean up and remove noise from the recording, ensuring clarity and balance in the sound. Additionally, I experimented with various microphone placements, including positioning a microphone outside the recording room. This setup allowed me to capture the natural reverb of the hallway, adding depth and an authentic spatial quality to the overall production.

#### Spring generation

- I extensively utilised panning and fader adjustments to craft a dynamic sense of space, ensuring that each voice and instrument was distinctly positioned within the mix, creating clarity and depth.

#### Coming alive

- Distortion was a key element of this track, so I focused on carefully managing it to preserve the energy while

minimising any unwanted harshness. I used a combination of EQ to effectively eliminate background noise and applied precise gain staging to ensure optimal levels across both analog and digital equipment throughout the production process. This approach prevented clipping and maintained the track's integrity.

## My Best Compositional Tracks

### Composer

Cambridge 2018-2022

I created numerous tracks for my own enjoyment and to refine my skills as a composer.

Here's what I composed:

#### CyberNight

- CyberNight was originally composed for an indie game that was in development but ultimately cancelled. The track is a dark synth piece designed to evoke tension and suspense within a boss fight. It was produced in Studio One using custom presets I created in XFER Serum, along with other synthesizers.

#### Ritual Of The Samurai

- Ritual of the Samurai was done with reference of Japanese video games like Castlevania, so I could learn between musical skills in classical and modern music. With baroque and groovy styles for momentum.
- There are a few things I could improve on in this track. I feel like it's too much without a clear repetitiveness.

#### Mastered Bolt

- Mastered Bolt is a funk track, with fun groovy elements. The track was made for the game Sol705, a point and click adventure game.
- There are many aspects of this track that I could improve. The recording quality wasn't ideal, as it wasn't done in the same room, resulting in a somewhat unbalanced sound.

#### Eccentric Funk and Spacious Funk

- These two tracks were a challenge to create, as I aimed to craft fun and groovy compositions with a lofi vibe. At the time, I was listening to a lot of lofi and Daft Punk music and wanted to capture a similar spatial sound.

## Best arrangements

### Orchestral Arranger

Cambridge 2015-2024

I started arranging music during my undergraduate degree and have continued to do so, consistently working to develop my orchestration skills across different genres and styles. To enhance my understanding, I created notation and arrangements by ear to learn how each track was composed.

#### Octopath Traveler - Main Theme

- Octopath Traveler was one of my favorite orchestral tracks, and I wanted to understand how the power of the brass was achieved. I would recreate the notation by ear and then develop the track in Logic Pro, using various libraries to capture the right sound.
- If I had the chance to do it again, I would have used a variety of string and brass libraries to create a more powerful effect.

#### Monster Hunter - Driven By The Stars

- This is another grand orchestral track, powered by the harmony of the strings and the intensity of the percussion. Recreating it took me a month, but it was well worth the effort, as it provided an excellent opportunity to understand the importance of strength in orchestral music within a fantasy setting.
- If I were to do it differently, I would have used the new libraries from Muscores, incorporated more dynamics to achieve a more emotional sound of the strings and the power for the percussion.

#### Kingdom Hearts - Hikari

- Yoko Shimomura is one of my favorite composers, and I wanted to take on the challenge of recreating a beautiful Disney-inspired track. Using Logic Pro and EW libraries, I focused on capturing the richness of the spatial sound to bring the piece to life.