

TYLER CLARK

MUSIC PRODUCER /
COMPOSER

CONTACT



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<https://open.spotify.com/artist/1jSu1E2xXNDC0nNQjwr3Mg?si=N1CYySgCSoyUBpRVOobg8A>

SKILLS

Highly Proficient in FL STUDIO

Highly Proficient in FAMITRACKER

Highly Proficient in RPG MAKER MV

Proficient in Unreal Engine 6

Blueprints and wwise middleware

EDUCATION

FullStack Immersion

CareerFoundry

09/2021 - 06/2022

Underwent a programming boot camp to learn about the process of both front end and back end web development. Proficient in React.JS, SQL, AWS, JavaScript, HTML and CSS.

Autodidact

Music Production

2020 - 2024

Self taught in sound design and audio engineering, with a solid understanding of how studio and electronic recording works. High proficiency in vocal production as well as instrumental work

PRODUCTION STYLE

Instrumental

Vocal work

SFX/ Production

PROFILE

From an early age, I held a long standing fascination with the curious fine details of the way music is linked and put together. Melodies would come to me –vivid and as clear as the morning sky. I can hear detailed and rich soundscapes in my head, and merely transcribe my fleeting imagination as it arrives. Now I have honed it into a razor sharp focus and have been steadily building my discography in the hopes of using my unique music to collaborate with others in the best way possible.

PROJECTS

The Red Rose

Rising Tides

2018-2022

- Single player RPG solo developed that I solo developed
- A full and complete, playable game, 8 hours in length
- Art, story, music, gameplay, sound, and direction all solo developed
- A story about finding family through the divides of the afterlife, as well as a journey of self discovery and finding purpose in the face of hopelessness
- Multiple branching paths with different endings depending on player choice
- Emotional and narrative focused
- Developed in RPG MAKER MV

Maelstrom

Solo Server Hosting And Development

2009 - 2012

- Hosted a World of Warcraft Server to share with the world my desire to make a new experience from a familiar and comfortable foundation
- Hosted on patch 3.3.5, during the final patches of Wrath of The Lich King
- Learned skills such as MySQL in order to database, index, develop and maintain the back end of a server
- Programmed custom enemies and items with special and unique effects as well as spell IDs
- Maintained and cultivated a small and tight knit community of likeminded individuals who wanted a wonderful world to themselves
- Built custom assets to create complex puzzles and player-versus-player environments
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Concept Album - Adversity by Veneeru

Music Album

2023

- Scored an entire album based on the stages of difficulty in life
- Worked to convey the listlessness of feeling adrift in life, devoid of purpose
- Ending in a sense of strength and power to forge your own path ahead in life
- Mastered and self produced by ear and by developing a solid understanding of musical theory
- Created SFX from scratch to add flair and an individual sound to each piece
- Made and produced in FL studio 22