



Contact:

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Language:

English Professional

German Native

French Basic

Steven Wahl

Game and Film Music Composer

Work Experience (Overview)

Deer Hunt 🔗

Nov 2023 - Present

Lead Composer

Media: Game

Style: Orchestral

Journey to Ranovia

Apr 2023 - Present

Lead Composer

Media: Game

Style: Instrumental

Dragonball Gohanverse 🔗

Jun 2021 - Present

Co-Composer

Media: Film

Style: Instrumental

Countryballs: Zombie Hunt 🔗

Jan 2023 - Apr 2023

Lead Composer

Media: Game

Style: Instrumental

Treasure Chasers 🔗

Feb 2021 - Jun 2021

Lead Composer

Media: Game

Style: Electronic

Awards: This game was made for a contest and won 1st place. 🔗

Time to Slime 🔗

Feb 2021 - Mar 2021

Co-Composer

Media: Game

Style: Electronic / Instrumental

Cliff Hanger 🔗

Aug 2020 - Sep 2020

Lead Composer

Media: Game

Style: Electronic

Skills

Music Skills

Music Theory



Proficient in basic music theory.
Acquired a vast knowledge base in multiple music theory concepts.

Composition Styles



Proficient in numerous game and film music genres and moods.
Able to quickly learn additional music genres.

Other Skills

Technical Knowledge



Understands technical terms.
Able to easily communicate with programmers and audio engineers.

Adaptability



Skilled in finding the right tone for a project.
Able to change the musical direction according to your vision.

Creativity



Skilled in creating innovative music.
Able to evoke specific emotions and enhance storytelling.

Software

Reaper DAW



MuseScore



Version Control
(Git, GitHub, etc.)



FMOD

