



Brandon Joseph Higley

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Objective	Compose music for video games and simulations.
Repertory	Chamber ensemble, orchestral, rock, and world music.
Technology	Familiar with MIDI, Finale, ACID Pro, and Sound Forge Capable of producing sound files in any format
Libraries	<i>East West/Quantum Leap</i> -Symphonic Orchestra Gold, Symphonic Choirs, Colossus, Ra, Hardcore Bass, Stormdrum <i>Spectrasonics</i> -Trilian
Summary of Accomplishments	<i>Encore</i> , Ethereal Muse Studios, Composer for Animatic Sequence, Completed August 2009 "Project Genesis", Creakos, Composer and Sound Designer, Completed May 2009 <i>Superhero Ad</i> , StuffedZoo.com, Composer, Completed January 2009 <i>The Hacker and the Heroine</i> , University of California Santa Cruz Game Design, Composer, Completed August 2008
Awards	<i>7th Annual Student and Apprentice Challenge</i> , Game Audio Network Guild, Nominated, March 2009
Education	<i>Yuba Community College</i> , Marysville, Ca, 95901 -Music Program, completed Fall 2007 -Music Theory and Ear Training, Fall 2004-Spring 2006 -History of Popular Music in the United States, Fall 2005 <i>University of California Santa Cruz</i> , Santa Cruz, Ca, 95064 -Music, 63 Units Completed -Music History from the Medieval Period to Present Day, Winter 2007-Winter 2008 -Orchestration and Instrumentation, Fall 2007 -Composition, Winter 2008
Organizations	Member of the Game Audio Network Guild since February 2008 Member of the American Society of Composer, Authors, and Publishers since January 2008 Member of the University of Santa Cruz Wind Ensemble from Spring 2007-Winter 2008 Member of the University of Santa Cruz Eurasian Ensemble from Fall 2008-Spring 2009

References available upon request.