

MICHAEL ARIANO

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<https://arianom0.wixsite.com/portfolio>

SKILLS

- Music Composition
- Sound Design
- Ableton Live
- Pro Tools
- Logic Pro X
- Sibelius
- Finale
- Microsoft Office

EXPERIENCE

Dark Walk Studios

Freelance Composer/Sound Designer

Dec 2017 – August 2018

- Created sound and music assets for an independent development team working on a horror game.

EDUCATION

Full Sail University, Winter Park, FL

Bachelor of Science in Audio Production | March 2019

- Classes included: Audio Arts in the Entertainment and Media Industries, Audio Workstations, Fundamentals of Music, Recording Principles, and Sequencing Technology

ACADEMIC EXPERIENCE

Contemporary Production Techniques

- Music was produced for an online video and a product commercial using modern production techniques in Ableton Live

Project and Portfolio VII: Audio Arts

- A piece of music was composed, recorded, mixed and mastered for this assignment.

Game Audio Production Techniques

- Player assets and atmospheric sound design were used to create 2 immersive game levels. Foley and other assets were created to bring a 3d modeled creature to life.

Project and Portfolio VI: Audio Arts

- In this class, foley and ADR were created for a cinematic sequence while player sounds and other assets were designed for use for an in-game level.

ADDITIONAL EXPERIENCE

Oxford High School, Oxford, CT

Keyboardist

May 2016 – May 2016

- Performed keyboard for the Oxford High School choir during their spring concert.

Oxford High School, Oxford, CT

Keyboardist (Accordion)

March 2015 – March 2015

- Performed in the pit orchestra of the Oxford High School production of *Fiddler on The Roof*. Played the accordion part using one of the school's keyboards.

