

Edwin Dizer, BMus (hons) LRSM MISM

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PROFILE

I am an award winning composer and sound designer for media. I've been obsessed with music since the age of 4, and I've loved music for games and TV for almost as long.

I have always been fascinated by how music can make people feel powerful emotions. This became a lifelong passion for music and its role in media: I studied singing, trumpet, piano, music theory and composition at the Royal College of Music from 2003-2010. In June 2014 I graduated with a Music degree (BMus (hons) 1st Class) from the University of Manchester (rated 1st in the UK for Music 2013).

In addition to a thorough formal education, my pursuit of innovation over 20+ years has led to a sophisticated composing technique, then mastering modern music production skills, to developing techniques of composing for screen and games. I find innovative and artful ways to use music and sound with media through the combination of amazing music, and creative and sophisticated implementation.

I've developed an expert and broad knowledge of: composition, music theory, music production, mixing, mastering, music performance, sound design and diverse musical cultures throughout the world. As a result, my style often blends both traditional and non-traditional elements in unique and genre defying ways. I enjoy exploring new musical areas and I take opportunities to learn about them enthusiastically. I can use a reference track to write something new in that style proficiently (no matter how unusual it is), though I also love creating truly unique musical environments that express unique games perfectly.

My portfolio is the best evidence of my abilities! There you can hear my love and passion for cinematic and gaming soundtrack production. My music and sound design can also be enjoyed in the many games and trailers for which I have composed.

I am proficient with a broad variety of music software. I am expert with Pro Tools, Reaper and Cubase/ Nuendo, and a very wide range of industry leading virtual instruments and plug-ins. Furthermore, I have good knowledge of Logic on Macs. I can also program software synthesizers to a high level to craft new sounds for any situation. I am skilled in MIDI programming, mock-ups, and editing, and can make bespoke Kontakt instruments. I own a comprehensive collection of professional tools and software and can create ultra-realistic orchestral sounds, pop, jazz, ethnic music or cutting edge sounds in any other genre.

I am also excellent with notation software and can orchestrate with skill and imagination. I have been writing instrumental music for many different ensembles in Sibelius since the age of 8. Some of these works have been performed by prestigious ensembles, such as the Danel String Quartet, and Icosa Choir.

I am experienced with FMOD and Wwise, and have overseen music implementation as audio lead in several game studios. I can also implement audio using blueprints in Unreal and am familiar with audio implementation in Unity. Nonetheless I will always be eager to find innovative, new and exciting music implementation techniques. I am keen to get to know your in-house audio tools and software if they are different from those that I know.

I also work as a private, self-employed music teacher and opera singer. Through these careers I have developed often neglected soft skills, such as good organisation and communication. Through teaching I have learnt how to simplify complex ideas for explanation to non-musicians. This is a useful skill for discussing audio implementation with developers or directors who are uncomfortable with technical musical terms; with me, their vision is in good hands. Teaching has also developed my ability to inspire, lead and guide audio teams. As an opera singer I have learnt how to make music and drama interact in the best ways possible from past innovators; many of the Golden Age Hollywood composers learnt their craft through opera.

I am self-motivated and self-driven, and I am a friendly, fun but professional member of a creative team even when under heavy stress and deadlines. I am familiar with various project management techniques, such as Scrum, Agile and Waterfall. I love learning new skills, and I also take criticism well, especially when it leads to a better final product that we can all be proud of. Furthermore, my portfolio career has taught me excellent multi-tasking and long/ mid-term planning.

I am experienced at making live recordings of myself, chamber ensembles and choirs to a decent standard, and also doing bespoke sound effects. I do have some experience recording orchestras, but this is a skill I'd love to hone. I am a trained conductor, so I can guide live performances to precise specifications and get the best out of musicians under limited time frames.

I have written music for over 30 independent game developers. As a member of these teams, I have valuable experience of the process and atmosphere of both smaller and mid-sized game development studios. I have also written music for several sizzles and trailers used by Chimp TV, and music libraries.

Not only am I musically proficient, but I also have been gaming for two decades. A list of games I admire would be too long here, but soundtracks have been very influential in my enjoyment of games.

KEY ACHIEVEMENTS

- Wrote music for the following games:
 - Dark Paradigm Games: 'Legions Masters', 'Legions', 'Dramatic Past'
 - Fun Freight Games: 'Scrap Seas'
 - Shawn Killian: 'The Last Antlion'
 - Spencer Yann: 'My Work is not yet Done'
 - Yoska Goncalves: 'Nature Hunter'
 - WardB Studios: 'Oceanic' and 'Aftermath 1945'
 - Dragonkite Games: 'Cloned'

- Blurr Development: 'Tanks Royale'
- Legacy Retr0 Studios: 'Code Paradox: Remix'. 'Code Paradox: New Era' and 'Hellcast'
- FearFX: 'Nightwell Manor'
- 'Mount and Warcraft Reborn'
- 'Nutch the Punchbag'
- 'Gaia'
- 'Blockz'
- Kindosaur Productions: 'The Island Story'
- 'War of Lost Sons'
- 'A Long Night'.
- Also music for unannounced games from: Nightlake Studios, Quantum Five Entertainment Studios, Redbranch Studios, Metal Bawxes Studios, and other unannounced games.
- Wrote soundtracks for the following Visual Novels:
 - Rascal Devworks: 'Sigh of the Abyss'
 - Studio Kawai: 'Wings of the Goddess'
 - Astro Kaen Studio: 'Monster Xxxperiment', 'Melting Point', 'Goblins Can Save the Day'
- Game Jams (both music and sound design/ SFX):
 - Devtalk Spooktober 2022: 'Vivica's Heart'
 - Game Dev Network 2021: 'Eternal Sacrifice'
 - Brackeys 2021: 'Supermarket Rampage'
 - Winter VN Jam 2021: 'Winter's Diamond'
 - Metroidvania 2021: 'Ascended from Darkness'
- SFX and sound design:
 - Nightlake Studios (unannounced)
 - Dark Paradigm Games: 'Legions Masters'
 - Astro Kaen Studios: 'Melting Point', 'Goblins Can Save the Day', 'Monster XXXperiment'

- Metal Bawxes Studios (unannounced)
 - FearFX Squared: 'Nightwell Manor'
 - 'Starstruck Constellation'
 - 'Siluman Fantasy'
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- These pieces have spanned genres including: classical, epic, hybrid, folk, ethnic, EDM, chiptune, synthwave, heavy metal, punk, hip-hop, 1940's jazz and swing, ambient, orchestral, pop, modern and avant-garde jazz.
 - Regular contributor to music libraries.
 - Wrote music for several trailers (sizzles) for Chimp TV, including: The Negotiator, Bermuda, The Negotiator 2.
 - Has sung professionally with many respected opera companies. I can record my professional baritone voice for soundtracks. Opera has helped me develop a deep understanding of how music and plot, drama and comedy interact and enhance each other.
 - LRSM piano performance diploma from ABRSM. This highly respected qualification is roughly between a bachelor's and master's degree in piano performance; it involves giving a virtuoso level concert. My keyboard skills enable me to efficiently and expressively input MIDI into DAWs via keyboard MIDI controllers, and of course my own professional quality piano performances can be used on tracks.
 - A respected and successful music teacher in London. Being a self-employed teacher requires excellent communication and organisation skills in order to break down complex and abstract musical concepts into something easy to understand. It also requires an understanding of how non-musicians approach and understand music, and keeps me up to date on the tastes of general listeners - I understand popular musical tastes.
 - A trained conductor: I conducted and led a university student choir and orchestra while studying at Manchester, and have conducted and led several children's music ensembles.
 - As a classical composer, I have written, edited and arranged pieces that have been performed by prestigious ensembles such as the Danel Quartet and Icosa.

EDUCATION & TRAINING

- Colin Baldy, vocal coach, 2015-2022
- Piano Performance LRSM diploma (2016), studied with concert pianist Professor Geoffrey

Govier.

- June 2014: BMus (hons) 1st Class from University of Manchester (rated 1st in country for Music 2013).
- Studied Singing, Trumpet, Piano, Music Theory and Composition at Royal College of Music Junior Department from 2003-2010.

References available on request