



## Danny Burns

Techno Cinema

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### Summary

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I am a versatile and prolific composer for films, video games, theatre, and other media. I'm interested in pursuing a career in composition and sound design, and am also very interested in the fields of animation, visual effects, and video production.

### Professional Experience

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#### **Mianite MMO (London, UK)**

September 2015-Present – Composer and sound designer for the upcoming Mianite MMO game. Mianite is a Minecraft-based, YouTube Let's Play channel with 8.8 million subscribers. I'm writing more than 150 pieces of music for levels and battle scenes, plus creating and recording sound effects.

#### **StartCodon (Danville, CA)**

March 2015 – Wrote upbeat, electronic music for a video introducing a crowd-funding project that will use “family trio sequencing” to explore genetic conditions that may bring about autism. The project was featured on the Experiment crowd-funding platform for scientific research.

#### **Columbia Center for the Arts (Hood River, OR)**

March 2015 – Wrote music for two one-act plays: a slow, twangy, country-western song for *Laundry & Bourbon* by James McLure; and an edgy jazz piece for Harold Pinter's *The Dumb Waiter*.

February 2014 – Composed eight jazz tunes for a production of 'Art' by Yasmina Reza. “Danny's music contributes to the play's success on so many levels,” the director said. “The pre-show sets the mood, and the themes help us transition to each new scene, establish location, and tell us about each character.”

October 2013 – Provided original music and sound design for a production of William Shakespeare's *Macbeth*. The director set the play in a post-apocalyptic, tribal world. I wrote music to establish the mood before the play and during intermission, and wrote both incidental music and songs to go with the action. The director described the music as, “Dark. Wonderful. It's exactly the vibe I want to have.”

#### **Squirrel Cat Studio (Austin, TX)**

February 2013 – Wrote several pieces of music for an iOS video game in the concept development stage. The studio purchased five songs to be used in their proposals to publishers. “I can't say enough about how cool all the music is and how much I appreciate Danny's contribution to the effort,” the studio director wrote. “It's truly amazing.”

#### **Ditty Labs (San Diego, CA)**

June 2012 – Composed original music for the MacBrickout video game on iOS. I gave each of the 34 levels in the game unique music to match the visual feel of the level. The style was mostly electronic. I also wrote the main menu music, which was used to promote the game. “I absolutely love what he's done!” the developer wrote. “This is really going to make the game so much better.”

## **Columbia Center for the Arts (Hood River, OR)**

December 2011 – Wrote incidental music and created sound effects for a production of the suspense-thriller *Wait Until Dark* by Frederick Knott.

## **TiVo, Inc. (Alviso, CA)**

November 2010 – Wrote four songs to be used as hold music for TiVo’s primary Customer Support line. Requirements were for the music to sound optimistic and upbeat, but not repetitive. TiVo purchased the music and is still using it in 2015. “We love the innovative sound, melodies, and composition,” a representative wrote.

## **Discography**

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### **Hana to Dango**

December 2015 – Instrumental and Vocaloid albums with stories to tell: characters, love songs, period pieces, electronica and dance music.

### **EleMental**

January 2015 – Epic music for the big screen: Heroes, action-packed battles, adventure, passion, triumph.

### **Void**

March 2014 – Electronic tunes from chill to dance, rock, electronic orchestra, chiptune, and dubstep. Features the vocal single, “Artificial WOrld.”

### **Evening with Friends**

February 2014 – Jazz sets the mood and establishes character for a production of ‘ART’ at the Columbia Center for the Arts in Hood River, Oregon.

### **Macbeth Original Soundtrack**

October 2013 – Music for a post-apocalyptic world of tribal loyalties and supernatural elements composed for a production of *Macbeth* at the Columbia Center for the Arts in Hood River, Oregon.

### **Danger and Destiny**

June 2013 – A rousing collection of cinematic music, with 26 tracks of action, adventure, suspense, and joy.

### **MacBrickout Original Soundtrack**

June 2012 – The official soundtrack for the classic MacBrickout game for iPhone and iPad. Features 35 tracks of electronica, orchestra, and rock.

## **Software**

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I am proficient and experienced in the following software:

### Composition

FL Studio  
EastWest/Quantum Leap  
8dio Productions  
Native Instruments

### Visual Media

Adobe Photoshop  
Adobe After Effects & Element 3D  
Blender 3D Modeling  
Adobe Premiere Pro  
Unity 5

### Productivity

Microsoft Word  
Microsoft PowerPoint

## **Education**

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I am currently attending Las Positas College in Livermore, CA. After completing general graduation requirements there, I plan to transfer to the Academy of Art University in San Francisco in Fall 2016 to pursue a B.F.A. in Music Production & Sound Design for Visual Media.