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🌐 <https://www.ejtanmusic.com>

## Skills

- Proficient in creating quality music of various styles for games, film, and animations
- Proficient in creating quality SFX for games, film, and animations
- Proficient in using multiple digital audio workstations such as Avid's ProTools, Steinberg's Nuendo/Cubase, Ableton Live, and Propellerheads Reason
- Proficient in using various software plugins for effects, mixing and mastering audio
- Experienced in audio repair and editing software such as iZotope RX7
- Professional musician - Piano, Guitar, Voice, Drums, Bass, Ukulele, and various miscellaneous percussions.
- Experienced in mixing and tracking on analogue recording consoles
- Experienced in setting MIDI hardware and software
- Trained in studio maintenance and installation
- Proficient in Windows 10 and MacOS operating systems
- Experienced in Microsoft Office
- Skilled in computer repair and assembly (hardware and software) for PC and Mac

# Eric Jeffrey Tan

Music Composer and Sound Designer for Interactive Media

## Objective

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To obtain a position at a AAA game development studio as a music composer and audio designer. Also, to gain greater knowledge of the video game industry, sound design methods and techniques, and to hone and utilize the skills I've learned over the course of my career.

## Experience

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### **GUDENEKO**

**Contract Music Composer and Sound Designer**

**January 2019 - Present**

Currently working on the custom game soundtrack for the indie title **Lasting Solstice** for PC and Mac.

- Created a custom music soundtrack
- Created seamless looping music for background
- Created high quality SFX using industry standard software and plugins
- Created an array of diegetic and non-diegetic SFX for body foley, cinematic/animations, ambience, and environments.
- In charge of creating sounds for the UI

### **EMILY CARR UNIVERSITY**

**Contract Music Composer, Sound Designer, and Sound Supervisor**

**February - May 2019 & February - May 2020**

Spent 4 months creating the score, recording and editing foley, and mixing and balancing audio for the multiple student short films for Emily Carr's Animation Program.

- In collaboration with the director, responsible for the audio direction of the multiple film
- Created and scheduled spotting session with directors
- Recorded and edited foley
- Created, produced, mixed, mastered and delivered musical score
- Able to multitask and work on multiple projects and sessions at a time
- Edited and balanced audio dialogue
- Revised audio with given feedback from directors

### **VANCOUVER FILM SCHOOL**

**Contract Music Composer, Sound Designer, and Sound Supervisor**

**October 2018**

Spent 1 month creating the score, recording and editing foley, and mixing and balancing audio for the student short film, "**Come Around**".

- In collaboration with the director, responsible for the audio direction of the film
- Created and scheduled spotting session with director
- Recorded and edited foley
- Created, produced, mixed, mastered and delivered musical score
- Audio dialogue cutting and editing
- Processing and balancing audio dialogue

# Education

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## **Langara College - Digital Music Production**

Certificate in Music Production  
September 2014 - July 2015

## **Douglas College - University Transfer for Music**

Completed 28 credits towards  
Diploma in Fine and Performing Arts  
Majoring in Classical Voice  
Performance  
September 2011 - April 2012

## **Douglas College - Basic Musicianship**

Certificate in Basic Musicianship  
concentration in Classical Voice  
Performance  
September 2009 - April 2010

## **Spectral Bunny Studios Contract Music Composer and Sound Designer March 2018**

Spent 1 month creating quality SFX and a custom game soundtrack for the indie title **A Lopeliie's Tale** for PC.

- 5 total deliverable tracks in multiple audio formats
- Responsible for the audio direction for music for the gameplay, and ambient background music and environments
- Responsible for composition, production, mixing, and mastering of the entire soundtrack
- Revised musical tracks with given feedback from game director
- Recorded and edited foley

Release Date: March 31, 2018 on [itch.io](https://itch.io)

## **VOIDLESS STUDIOS Contract Music Composer August - September 2017**

Spent 1 month creating a custom game soundtrack for the indie title **The Forgotten Void** for PC.

- 9 total deliverable tracks in multiple audio formats
- Responsible for the audio direction for music for the gameplay, and ambient background music and environments
- Responsible for composition, production, mixing, and mastering of the entire soundtrack
- Revised musical tracks with given feedback from game director

Release Date: May 8, 2018 on Steam

## **We Heart Canada 150 Series August 2017**

In celebration of Canada's 150th Anniversary, VAFF is partnering with the City of Vancouver and Vancouver Immigration Partnership (VIP) to launch "We Heart Canada" film projects which will offer audiences intimate stories about Vancouver's diversity. Partnering up with local filmmakers to help collaborate, spot, score, mix, master and deliver musical cues to their short films. Showcased during the Vancouver Asian Film Festival in November at the Cineplex Theatre in Vancouver, BC.

## Activities

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Music plays an important role in my life. There's always something I can be working on whether it's practicing playing techniques, reviewing theory, critical listening, composing a new orchestral piece, or exploring new recording techniques. In addition, playing video games helps me to unwind after writings music and it helps to inspire me to write newer music and to hear new sounds. I've always had an interest in technology whether it's learning and researching about the newest and latest computer software or hardware, or building my own computer from scratch. Finally, in my spare time I do enjoy a nice game of basketball, a nice hike outside in the sun around BC, playing a new video game, researching the newest computer parts or technology or just a simple workout to stay healthy and active.