

RYAN LEBER | COMPOSER

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EDUCATION

Duquesne University: Mary Pappert School of Music – Pittsburgh, Pennsylvania

MM – Music Technology: Digital Music Pedagogy. 2010 – PRESENT

Duquesne University: Mary Pappert School of Music – Pittsburgh, Pennsylvania

BM – Music Technology & Composition. Graduated Cum Laude. 2006 - 2008

WORK EXPERIENCE

Saga Horizon Production Company – Online

COMPOSER. AUG 2010 – PRESENT

SHPC is an independent video game company that makes original titles. As composer, I have written recognizable themes for their games, and have re-worked and improved their video bumper.

Zukain Games – Online

COMPOSER. AUG 2009 – PRESENT

Zukain Games is working on an independent sequel to the 1992 Super Nintendo Entertainment System game Final Fantasy V. The tracks I have written for Zukain Games for this sequel are in a similar style to the soundtrack from the original game.

Duquesne University: Mary Pappert School of Music – Pittsburgh, Pennsylvania

HONORS COLLEGE ADVISOR. AUG 2010 – MAY 2011

My duties as advisor to the Honors College included meeting with students regarding their schedules and advancement in the Honors College curriculum, and maintaining an easy to follow electronic filing system to keep track of their progress.

Duquesne University: Mary Pappert School of Music – Pittsburgh, Pennsylvania

ASSISTANT SERVER TECHNICIAN. JUN 2010 – AUG 2010

Working as an assistant technician, I assisted in regular maintenance and upkeep of the computer systems in the server room.

Duquesne University: Mary Pappert School of Music – Pittsburgh, Pennsylvania

COMPUTER LAB TECHNICIAN. AUG 2008 – JUN 2010

As a lab technician I installed and maintained computer hardware and software, as well as assisted in teaching new students about the technology. My duties also required me to assist teachers with technical support.

Production Masters Inc. Digital – Pittsburgh, Pennsylvania

MUSIC PRODUCTION INTERN. AUG 2009 – DEC 2009

While working as an intern, I assisted in production and recording of various music and multimedia projects such as scoring music, editing video, and recording voice-overs. As an intern I learned the importance of working within a project deadline, and proper etiquette in the recording studio.

SKILLS

Composition

CONTEMPORARY MUSIC

I have studied under professional composers such as Patrick Burke, Troy Centofanto, Lynn Emberg Purse, William Purse, and Greg Shearer. The lessons I learned from my studies allow me to compose for any instrument or ensemble, and with a wide range of emotion and style.

SCORING FOR VIDEO GAMES, MULTIMEDIA, AND FILM

While studying at Duquesne University, I learned about the technology and musical ideas that have been used in video games, multimedia, and film over the last century. This knowledge allows me to adapt to the demands of scoring for any medium.

PROFICIENCIES

Instruments

GUITAR, BASS GUITAR, PIANO, VOICE

Music Notation Software

FINALE, SIBELIUS, GUITAR PRO, TABIT

Music Production Software

LOGIC STUDIO, MAINSTAGE, DIGITAL PERFORMER, PRO TOOLS, GARAGE BAND, PEAK, REASON, ABLETON LIVE, SAMPLITUDE

Video Software

FINAL CUT PRO, ARKAOS VJ

Design Software

ADOBE PHOTOSHOP, ADOBE DREAMWEAVER, ADOBE FIREWORKS, ADOBE FLASH

Office Software

MICROSOFT OFFICE, MICROSOFT EXCEL, MICROSOFT POWERPOINT, BLACKBOARD

PERFORMANCE REPERTOIRE

Passenger – Complex Contemporary Piece

ELECTRIC GUITARS, BASS, PIANO, FLUTE, CLARINET, VIOLIN, PERCUSSION

APR 2011 – Premiered with Duquesne University Electronic Ensemble

Quest for the Muse – Original Video Game with Original Soundtrack

RPG MAKER VX, 10 ORIGINAL LOOPING TRACKS

APR 2010 – Premiered at Senior Recital

- 01 Scholarly Town – Town Theme (Orchestral)
- 02 The Dragoon's Path – Field Theme (Orchestral)
- 03 Dark Forest – Forest Theme (Electronic)
- 04 Chimera – Boss Theme (Electronic)
- 05 Shell of a Nightmare – Wasteland Theme (Electronic)
- 06 Countdown – Mountain Path Theme (Orchestral)
- 07 Atma Dragon – Boss Theme (Orchestral)
- 08 Clockwork – Castle Theme (Orchestral)
- 09 Deadline – Final Boss Theme (Orchestral)
- 10 Mihen Lowroad – Credits (Electronic)

Learning to See – Structured Improvisational Piece

PIANO, ABLETON LIVE

APR 2010 – Premiered at Senior Recital

Doppelganger's Lake – Electronic Art with Original Video and Choreography

ELECTRONIC PLAYBACK, ARKAOS VJ, FINAL CUT

APR 2010 – Premiered at Senior Recital

Agrarian Synthesis – Contemporary Electronic Piece with Original Video

ELECTRONIC INSTRUMENTS, ARKAOS VJ, FINAL CUT

NOV 2009 – Premiered with Duquesne University Electronic Ensemble

APR 2010 – Premiered with video at Senior Recital

TimeStep – Disorienting Electronica with Original Video

ELECTRONIC INSTRUMENTS, ARKAOS VJ, FINAL CUT

APR 2009 – Premiered at Junior Recital

Ops Via – Orchestral Piece

FULL SYMPHONY ORCHESTRA

APR 2009 – Premiered at Junior Recital

Baris – Rock Anthem

GUITAR, BASS, DRUMS, SYNTH, VOCALS

APR 2009 – Premiered with Duquesne University Electronic Ensemble

Swing Transmission – Jazz Pop

GUITAR, BASS, DRUMS, SAX QUARTET, MALE AND FEMALE VOCALS

DEC 2008 – Premiered with Duquesne University Electronic Ensemble