

# Thomas Croke

Sound Designer / Composer

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## Skills and Technological Proficiencies:

- Sound design and music creation for games, film, TV, and radio
- Linear and interactive sound design
- Dialogue/general audio clean up and leveling
- Source recording and soundscape creation
- Adapt at emulating a vast variety of genres both musically and production-wise
- Expert percussion programming
- Proficient mixing on large format consoles and in the box (PC and Mac)
- Pro Tools, Waves, Reaktor, Kontakt, Battery, Reason
- Some Source Engine, Hammer, FMOD, Unity, and Blender.

## Work Experience

- Sound Designer and Composer** for Brief Productions short film: *Quarter Turn* May '15 – Present  
Cleaned up dialogue tracks, designed sounds, recorded foley, composed score, wrote incidental background music.
- Sound Designer and Composer** for NurFACE Games': *Mystery of Malfaxus* April '15 – May 15  
Designed custom sound assets for in-game events and composed 'Town Tune'.
- Composer** for Everture's game: *Mask of the Mountain* Jun '14 – Jan '15  
Composed a handful of background tracks inspired by traditional Japanese music and instrumentation.
- Sound Designer** for Sandy Sanchez's (SVA NYC) animation: *El Pulgarcito* Sep '14 – Oct '14  
Cleaned up dialogue, designed sounds and recorded foley (footsteps, background ambience, intense gun shootout, etc.) and final mix.
- Sound Designer and Composer for** for sitcom demo: *Bound By* June '14 (one week)  
Cleaned up dialogue, recorded foley, designed sounds, composed a sarcastic action cinematic score, and final mix.
- Composer and Sound Designer** for Brief Productions short film: *Center Pedal* Feb '14 – May '14  
Cleaned up dialogue using noise remover plug-ins, EQ, compression/gates, room tone, reverb, and background ambience. Designed and edited sound effects from foley and sample banks. Also composed a quirky ambient score featuring piano and a variety of pads.
- Composer and Sound Designer** for mobile game: *RymdResa* Dec '13 – Present  
Collaborated on an ambient/orchestral score, designed voice cues and other sound assets, did sound and music for the intro movie.

- Composer and Sound Designer** for mobile game: *Vemdel* Mar '13 – Present  
 Composed cute 8-bit techno music for levels, bosses, and menu screens as well as contributed a handful of sound assets.
- Sound Designer** for short film: *A Matter of Priority* Feb '13 - Dec '13  
 Cleaned and synced dialogue, recorded foley, and designed sfx/ambience.
- Sound Designer and Composer** with game developer: *New World Interactive* Dec '11 - June '13  
 Collected source recordings, designed and implemented sound assets and soundscapes, uploaded assets to the server over VPN with P4, worked with the Source sound API, programmed DSP effects, troubleshoot problems/console spam, and composed music for the alpha and beta trailers. Also coordinated my efforts with the game directors, programmers, level designers, the other sound designer, and the community.
- Supplemental Rhythm Programmer and remixer:** *Goyopod -A Child Can Play* August 2012  
 Helped realize Goyo Aranaga's vision of his album by assisting with the drum programming on a handful of tracks.
- Composer at Shady Dawn Pictures** for films: *The Watchers (Jan 2013)*, *Cursed 2: Sheol (May 2011)*, *Minikin Capital Nights(Dec 2010)* Dec '10 – Jan '13  
 Composed the scores using a variety of techniques ranging from traditional orchestration to generative music processes.
- Composer** for two *Trump Casinos* TV spots. February 2010  
 Composed energetic electronic music to that were used for a 30 sec TV spot for Trump Marina and a 30 sec TV spot for Trump Plaza Casinos.
- Intern at The Grooveyard** run by Bobby Eli in Upper Darby, PA Fall 2010  
 Assisted during tracking and mixing sessions.
- Intern at The Star Group/Media & Marketing Group** in Voorhees, NJ Spring 2010  
 Edited and mixed audio for 30-60 second radio and TV spots, composed music, chose appropriate library music, timed scripts, recorded voice overs, coordinated with copywriters, production managers, and voice talents to meet deadlines
- Intern at Yessian Music** in New York City Summer 2009  
 Chose song candidates for upcoming advertisements, organized music libraries, and had practice composing jingles for KLM and Bounty TV Spots (not aired).
- DJ** at Lebanon Valley College's Underground dance club 2007-2009  
 DJed pop and dance music on Saturday nights.
- DJ** at Fuji Mountain Sushi Restaurant Summer 2006

Bar DJ, spinning relaxed, atmospheric grooves and took requests.

**Midi Orchestration** of Beauty and the Beast for community play

Spring 2005

Used the piano sheet music to recreate the entire soundtrack eliminating the vocals and slowing down the music so the children could sing to it.

**Audio/Music Education:**

**Lebanon Valley College, Annville, PA**

**Bachelor of Music in Music Recording Technology**

**Relevant Coursework:**

- Recording Engineering • Music Mastering • Digital Audio • Electronic Music • Acoustics • Ear Training • Music Theory • Aural Theory • Vocal Training • Private percussion lessons • Percussion Ensemble • Piano Proficiency classes • Form and Analysis • Music History • Music Business • Physics • Electronics.