

Courtney Evans

Composer and Game Developer

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Education

B.M., Composition, The Juilliard School, 1996
M.M., Composition, The Juilliard School, 1998
Studio teachers: Robert Beaser, Stephen Albert
Classes and seminars: John Corigliano, David del Tredici, Samuel Adler, Sebastian Currier

Summer Program, Composition, Boston University Tanglewood Institute, 1991
Studio teacher: Robert Sirota

Other teachers: Jerome Margolis (composition), Gillian Smith (piano)

Experience/Major Roles

Composer, 2016-2019
Game Development, 2009-2015, as Technical Art Director, Monolith Productions
Game Development, 2003-2008, as Lead Environment Artist, Monolith Productions
Game Development, 1999-2002, as Level Designer, Monolith Productions
Game Development, 1998-1999, as Composer and Designer, Doubleaught Software
Student composer, 1990-1998

Skills

Composition, orchestration
Digital audio production
Shaders, lighting, and effects
Cross-disciplinary team management
Photography and location sourcing

Music engraving and preparation
Architectural, gameplay, and open world design
Scripting (written and node-based)
Outsourcing and pipeline management
Documentation and training