



524 Wagg Rd., Uxbridge, On L9P 0P3

647-210-0395

noah.morrissey@gmail.com

<https://noahmorrisseyproductions.com/>

## Objective

To work as a video game composer with your company

## Experience

### Various Compositional Experiences

Over my nearly two decades of composing, I have worked on compositional projects ranging from submitting a **symphonic piece** to the **Montreal Metropolitan Orchestra**, to **composing several tracks** for a **video game pitch**, and to composing a **symphonic cyclical Mass**. This experience has allowed me to compose music in a great deal of genres, from **symphonic**, to **metal**, to **traditional Celtic**. Finally, I have studied various world musical traditions and have a great deal of mastery over high quality digital instruments.

### Performance Experience

I have been fortunate to have performed in a great variety of circumstances, from working as a **session musician, engineer**, and **producer/director** in **recording studios**, to being **in charge** of the strings for a church, including **control over arrangements**, to **leading an Episcopal Mass** for the **Auxiliary Bishop of Toronto** as both **double bass player and director**, to performing in several concerts with a **jazz ensemble**. In having these experiences, I have gained a great deal of knowledge of how to **run recording sessions**, the way in which different instruments interact, how to quickly **solve evolving circumstances** in the arrangement, and how to **lead a team**. It also has given me several contacts that I could tap if there were live recordings necessary.

### Music Theory Experience

I have spent a great deal of my life studying the theoretical aspects of music in order to expand my compositional toolkit. This includes **studying historic treatises** on **composition** and **improvisation**, the different **sonic qualities** of different instruments, and the technical aspects of effects that can be applied in the recording process. This gives me a great deal of **techniques** and

ideas on how to generate different **emotive responses** depending on how I arrange and compose different pieces. Finally, this also gives me a great deal of command over the sound spectrum to avoid things getting lost.

## Education

Bachelors of Fine Arts (Music), York University, 2023-Current

I have been formally studying music at York University for the past two years in an effort to deepen my knowledge and understanding of the art of creation. This has included getting **straight As in every composition class** I have ever taken, taking both **classical** and **jazz theory** courses, and a number of **performance opportunities**. I did all of this while also completing my Juris Doctor as will be described below.

Juris Doctor, Osgoode Hall Law School, 2020-2025

I have completed my Juris Doctor at Canada's most historic law school: Osgoode Hall. This included vast studies of **intellectual property** and **entertainment law** (which I achieved an **A** in), wherein I gained a large understanding of the **legal aspects of music** and the integration of music in larger works of art, such as video games. Finally, I also understand, as best as one can, the line between inspiration and copyright violation and as such, will be far better able to avoid any legal issues than most.

Bachelors of Arts (Philosophy and Political Studies), Trent University, 2018-2020

I completed degrees in both philosophy and political studies, earning myself not only **President's Honour Roll**, but also the **Gilbert Bagnanai Medal** and a **4.04 GPA** on the LSAC scale. During this time I studied the **philosophical aspects of music**, including Plato's description of the means by which a composer can affect ones **emotions** and **dispositions**. I also studied aesthetics and had discussions with professors (on faculty and visiting) things ranging from cyber and technology ethics, aesthetics, and the connection between experience and emotions/the soul.

## Relevant Hobbies

### My Gaming Background

I am well versed in most genres with notable exceptions being first person shooters and MOBAs. While my enjoyment comes primarily from story-based games such as RPGS, I also enjoy everything from **platformers**, to **open world games**, to **stealth games**, and **everything** in between. Ultimately, I love the experience games give you by putting you in the driver's seat while they let you explore many different worlds.

### Toronto Symphony Orchestra Regular

I am a member of the **Toronto Symphony Orchestra** TSoundcheck program, a program which provides youth with access to inexpensive tickets to attend the orchestra on a regular basis. As such, I find myself there on average **1-2 times a month** during the season, where I spend my time looking for **inspiration** and **studying the techniques** of the greats. The ability to hear these performances live also gives me access to a different **soundscape** than on a recording allowing for different things to be gleamed from each piece, from the sonic overtones to the placement of each instrument, to the affect a different conductor can have on a piece vs what I am used to listening to.

### Nature

I have spent almost my entire life on a hobby farm that backs onto a forest. Therefore, much of my time has been spent around many different animals from the horses in the barn, to the neighbour's pigs that would occasionally come over to visit, to the various birds and such, to even a few peacocks that have somehow found their way onto our property. One of my favourite things to do is to go for walks and listen to the sound of the birdsong carried on the breeze or even the subtle silence that sometimes comes, because music only matters when you understand the air it is filling.