

512-922-9458
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Elbereth Howard
www.elbereth-howard.com

PROFILE

I can score music for full orchestra, or solo piano - whatever scale you need. With hundreds of hours of studio experience, I can handle all aspects of music creation, from pre-production, to working with and conducting studio musicians, to mixing and mastering tracks for specific media platforms. My composing style is emotional, story telling focused, and cinematic.

MUSIC PRODUCTION HIGHLIGHTS

Film Score for Countdown - Fall 2018

Scored the soundtrack to *Countdown*, available to view here: https://youtu.be/l0W1AY_v4v8 Served as music producer, composer, and orchestrator. Sought talent, booked recording sessions, created instrument parts for musicians, conducted musicians. Ran a total of six sessions as the recording engineer, and followed up in post-production as the mixing engineer, creating the final mastered cinematic soundtrack.

Pacific War - Battle Reenactment at Pacific War Museum

Scored the soundtrack to a silent war re-enactment film featured at the Museum of the Pacific War, available here: <https://youtu.be/nQyknkz47AQ> Initially, the director had planned to add sound effects, but ultimately decided to leave them out after hearing the score, which stands powerfully alone.

Choral Work Performed Internationally

On their European tour, the Austin Girl's Choir included *Ay Waukin, O* as part of their repertoire, and still regularly perform it. The Women's Chorus at UT Austin has also performed my work.

"String Quartet Smackdown 3" Top 16 Winner

My piece *Harlequin Dance* placed in the top sixteen entries of the "String Quartet Smackdown 3" competition, thus qualifying for inclusion in a professionally recorded album featuring the *Mother Falcon* string quartet.

TSU Young Composer Competition Winner

Took home first place for best overall composition with the piece *Dance Macawbrey*, written for violin, oboe, clarinet, and cello in a young composer's competition hosted by Texas State University.

Scored Music for First Place Winning Film "The Gift"

Composed original music for the short, silent film *The Gift*. The music was an intrinsic part of the story, and was a deciding emotive factor that helped the director take first place in this Austin Film Society sponsored competition.

EDUCATION

Texas State University at San Marcos Sound Recording Technologies, Bachelor with Honors, 2018
University of Texas at Austin Music Composition, Bachelor with Honors, 2005
Austin Chamber Music Society Alumnus of multiple programs (voice, flute, theory), 2004

WORK HISTORY

Freelance Composer 2018-Present

While finishing my degree in Sound Recording Technologies, I returned to composing on a contract basis. You can check out my latest work through my website, www.elbereth-howard.com/music

AppleCare Senior Advisor, Apple Inc. 2013-2016

I served as a personal, efficient, empathetic contact for people with software and hardware related technical issues who required repeated, individualized follow ups from Apple.

Audio Engineer Intern, Digital Domain 2008

Assisted the head engineer, Chris Erlon, at Digital Domain, an audio post production facility. GSD&M was a frequent client. Television and radio spots were recorded, edited, and mixed to fit different spots and loudness standards, often while clients observed. Learned audio production workflows and processing methods specific to both commercial production and televised entertainment. Also professionally interfaced with producers, creatives, and talent on a daily basis.

Recording and Mixing Engineer / SXSW Volunteer / Music Transcriber 2001-Present

Have taken a variety of odd jobs; taught flute and piano, transcribed music (An example: <http://frontroommusic.com/books.html>), shadowed live sound engineers at SXSW, recorded and mixed various bands, scored music, created original youtube content via the account “*VardaMusic*”.

ADDITIONAL SKILLS

- Proficient with Pro Tools, Sonar, and am comfortable with a variety of other DAW setups, both on Mac and PC (Logic Pro, Cubase, etc.)
- Proficient with the Finale music notation software, and have worked with Sibelius.
- Proficient with the Kontakt sound engine, and have built my own instruments in it. Also familiar with various other sound library engines (PLAY, Vienna Strings)
- Familiar with a range of external gear used for audio production. Have worked with the Solid State Logic (SSL) Duality through Fire Station Studios, as well as other boards, both analogue and digital.
- Am comfortable setting up and tearing down recording sessions, and have worked with a variety of setups and microphones. I know how to treat a ribbon mic, what phantom power is, and am happy to pull up the manual, first, if I don't recognize a piece of gear.
- Have created original soundscapes based on my own “found sound” recordings and foley work, as well as original music with sound design elements. Have also used pre-existing sound libraries for soundscape building.
- Have mixed in surround sound (5.1, and 7.1)
- Am familiar with a wide range of industry standard DAW based compressors, limiters, EQ, reverb, pitch correction tools, and mastering tools.
- Have worked with various external, analogue versions of compressors, equalizers, and pre-amplifiers, including gear by Universal Audio, SSL, Bricasti, Neve, and Millennia.
- Trained in and frequently use Final Cut Pro, and am familiar with a variety of video editing techniques and terms. Have also worked with Motion, Compressor, Photoshop, and GIMP.
- Have training with Java, C++, CSS, and HTML. Have programmed in csound. Studying FMOD and Epic's Unreal Engine.