

# Garett Schmidt

**Composer,  
Sound Designer  
and Bassist**

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## Garett Schmidt

Toronto, ON

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## Skills

**Electric Bass (13 years) and Piano (6 years)**

**Music Composition, Theory and Digital Music Production skills**

**Familiarity in a Range of Musical Styles and Genres** (Rock, Pop, Funk, Metal, Classical, Latin, R&B, Electronic, World and more)

**Flexible and Dependable**

**Team Oriented and an Effective Communicator**

**Strong Computer Skills** (Windows and Mac OSX, Cubase, Digital Performer, Pro Tools, Logic, Reason, Final Cut Pro, Wavelab, Unity 3D, C#, Unreal Engine 4, F-MOD Studio, Wwise, Adobe InDesign, Microsoft Office, and more.)

**Familiarity with multiple DAWs, Sample Libraries, Plug-Ins, MIDI, and Outboard Gear**

**Adaptable and Quick to Learn**

**Strong Analytical and Research Skills**

**Speaks Conversational Mandarin**

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## Experience

**Do Re Mi Music Studio / Private Instructor (Piano, Ukulele)**

September 2017 - Present, Markham, ON

Private music instructor teaching Ukulele and beginner/intermediate Piano to students of various ages, ranging from 6 years old to adult students, both in-home and in-studio.

**Rockstar Music Central / Private Instructor (Piano, Ukulele)**

September 2017 - Present, Markham, ON

Private music instructor teaching in-home Ukulele and beginner/intermediate Piano lessons, both in individual and group settings.

**Berklee College of Music Library / Digital Media Digitizing Supervisor**

September 2013 - December 2015, Boston, MA

On campus job at Berklee College of Music where I was involved in editing and mastering audio for Berklee shows, editing interviews in Final Cut Pro, digitizing analogue media, setting up and operating equipment for recording and live streaming of events and interviews, and keeping inventory of all media through the office. Promoted from Assistant to Student Supervisor in Dec 2014.

### **Mix One Studios / Intern/Assistant Engineer**

May 2015 - September 2015, Boston, MA

Internship at the post-production house where I was involved with daily studio tasks, interacting with clients, assisting in ADR and voiceover sessions, as well as creating mockups of TV ads and running some of my own personal sessions.

### **Overseas Family School / Master Class Teacher**

January 2015, Singapore

Hosted a masterclass for high school students outlining the processes of composition, film scoring, interactive video game music, as well as music production and orchestration.

### **Freelance/ Composer + Sound Designer**

2014- Current

Freelance composer and sound designer for film and video games, working across a variety of styles, depending on the project.

### **Private Lessons / Bass Teacher**

Summer 2012, Singapore

Taught bass lessons to a beginning student, covering the basics in form, theory and fretboard knowledge.

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## **Education**

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### **Berklee College of Music / Bachelor's of Music Degree**

September 2012 -December 2015, Boston, MA

Completed degree in Film Scoring with a Minor in Video Game Scoring with Electric Bass as a Principal Instrument in December 2015. Studied under film scoring faculty including teachers such as Michael Sweet, Duncan Watt, Richard Davis, Claudio Ragazzi and Dario Eskenazi. Graduated Magna Cum Laude with a Berklee Achievement Scholarship. Studied bass and ensembles under Anthony Vitti, John Funkhauser, Ed Lucie, Danny "Mo" Morris, Thaddeus Hogarth, Joe Santerre.

### **Overseas Family School / IB Diploma**

August 2005 - May 2012, Singapore

Attended elementary, middle and high school in Singapore, receiving an International Baccalaureate Diploma with a Score of 37/45.

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## **Credits and Awards**

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Samples of work as well as links to several of the films can be found on my [website](#).

**Untitled Short Film (2019):** Short Drama/Thriller Film by Theo Trepca. Score by Garrett Schmidt.

**Untitled 360 Video Film (2019):** Short 360 video Film by Theo Trepca. Score by Garrett Schmidt.

**Unified Theory (2019):** Short Animated Film by Christina Hibner. Score, Sound Design, Mix and Master by Garrett Schmidt.

***This Is Standard Practice (2018)***: Short Drama Film by Theo Trepca. Score by Garrett Schmidt.

***Coming To Terms (2018)***: Short Drama Film by Theo Trepca. Score by Garrett Schmidt.

***Meet The Author (2018)***: Short Comedy/Drama Film by Hop Top Films, starring Steve Blackwood from *Days of Our Lives*. Score by Garrett Schmidt. Winner of **2019 Boston International Film Festival Indie Soul Special Recognition Award, London-Worldwide Comedy Short Film Festival Special Mention Award, SENE Festival Best of New England Narrative Short Award.**

***Synthwave (2018)***: Retro-styled endless runner by AppicPlay. Music and Sound Design by Garrett Schmidt. Available on iOS.

***Mad Potions (2018)***: Match 3 mobile puzzle game by AppicPlay. Music, Sound Design and additional VO by Garrett Schmidt. Available on iOS and Android.

***Crow (2018)***: Short Animated Film by Sonja Von Marensdorff. Score by Garrett Schmidt. Winner of **Outstanding Animated Film at the 2018 SVA Dusty Awards.**

***Earth Atlantis (2018)***: Side Scrolling Shoot 'em Up/Metroidvania by Pixel Perfect. The track "Demons From The Rift" is licensed for one of the Boss Battles in-game. Music track by Garrett Schmidt. On PS4/Xbox One/ Nintendo Switch/PC/Mobile.

***A Little Bit Of Time (2018)***: Short Sci-Fi/Drama Film by Theo Trepca. Score by Garrett Schmidt.

***Fishy (2017)***: Animation short film by Joe Sulsenti. Winner of **Astounding Achievement in Character Animation and Outstanding Achievement in Animation Production Design at the 2017 SVA Dusty Awards.** Music by Garrett Schmidt.

***Somnia (2017)***: Short Sci-Fi/Horror film by Zavier Mojica. Music by Garrett Schmidt.

***Project DAN (2017)***: Trailer for an upcoming VR game by Dezerlin. Music by Garrett Schmidt.

***Nespresso: More Than Coffee (2016)***: Spec advertisement for Nespresso by Abhishek Prasad. Score by Garrett Schmidt.

***Galaxy (2016)***: Short Animated folk story by Michelle Lumbert. Score by Garrett Schmidt.

***All In (2016)***: Short Comedy Film by Shoot The Moon Films, created in 48 Hours. Score by Garrett Schmidt.

***PopBob (2016)***: A mobile puzzle game developed by ZPLAY, coming soon to the App Store. Music and sound effects by Garrett Schmidt.

***Spice (2016)***: Short Comedy/Drama Film by Shoot The Moon Films, starring Steve Blackwood from *Days of Our Lives*. Score by Garrett Schmidt. **2016 Shawna Shea Memorial Film Festival Official Selection, Sedona International Film Festival Official Selection, SENE Film, Music and Arts Festival Official Selection.**

***Restitution (2015)***: Short Horror Film by Shoot The Moon Films, created for the iHorror Film Contest "Bye, Felicia". Score by Garrett Schmidt.

***Respire (2015)***: Short Horror Film directed by Griffin Holmes. Score by Garrett Schmidt.

***Rebirth (2015)***: Short Digital Effects Project by Andre Correia and Alican Gorgec.

Score by Garrett Schmidt.

***Chasing the Capelin (2015)***: Documentary about the food chain in Newfoundland, Canada. Directed by Jillian Norrie, Score by Garrett Schmidt.

***Buck's Bed and Breakfast (2015)***: Short Comedy Film by Shoot The Moon Films, created in 48 Hours. Score by Garrett Schmidt. Received the **2015 Providence 48 Hour Film Project Audience Award**.

***Untitled VR Project (2015)***: Interactive musical score for a Virtual Reality demo for AppliedVR. Music by Garrett Schmidt.

***The Gift of Fate (2015)***: Short Crime Film by Shoot The Moon Films, created for the Boston Indie Mafia Wicked Film Challenge. **401 Film Fest 2015 Official Selection**. Score by Garrett Schmidt.

***Acceptance (2015)***: Short Drama Film by Shoot The Moon Films, created in 48 Hours. Score by Garrett Schmidt.

***OFS Final Concert (2015)***: Piece written to commemorate the final concert at the old campus of Overseas Family School, Singapore. Music by Garrett Schmidt.

***Shrimp Club (2014)***: An arena battling game where you and a friend fight against each other as mantis shrimp. Music and Sound Effects by Garrett Schmidt.

***The Carving (2014)***: Short Horror Film by Shoot The Moon Films, created in 48 Hours. Score by Garrett Schmidt. Received awards for **Best Sound Design, Best Picture, Best Writing and Best Acting** at the 2014 Providence 48 Hour Film Project.

***Desire (2014)***: Short Sci-Fi/Drama Film by Shoot The Moon Films, created in 48 Hours. Score by Garrett Schmidt.

***Mind The Gap (2013)***: Piece commissioned for an interpretive dance performance. Music by Garrett Schmidt.