

JOSHUA B LOWERY | COMPOSER

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PROFESSIONAL EXPERIENCE

Music Producer and Composer – *Loriem* July 2024 – Present

- Producing original music for Spotify and other streaming platforms, and creating promotional videos via social media to grow audience
- Composes orchestral fantasy, rock, synth wave, folk, ambient music
- Collaborating with creatives on commissioned soundtracks for animation, film, video games, and tabletop RPGs

Adjunct Instructor of Music – *University of Tulsa* August 2023 – Present

- Established two interdisciplinary courses for Video Game Scoring
- Taught Instrumentation, Composition, Film Scoring, Intro to Music at a college level
- Assistant Conductor for University of Tulsa Orchestra

Professional Chamber Ensemble– *Trio Ponticello* April 2020 – Present

- Cofounded Trio Ponticello, creating custom arrangements, performing for live events, and producing music videos for social media

Freelance Musician – *Conductor, Cellist, Pianist* August 2016 – Present

Guest Speaker – *2024 Game Sound Conference* October 2024

- Hosted a panel discussion on “Cross Disciplinary Approaches to Game Audio Education.”

Graduate Teaching Assistant – *University of Louisville* August 2020 – May 2023

- Conducted the university orchestra, managed orchestra library, taught music theory courses

PROJECTS

Tabletop Orchestra – *Game Audio Engineer and Developer* August 2024 – Present

- Created an app for playing dynamic music for tabletop RPGs using Godot and GDScript with audio system in Wwise.
- Arranged/implemented music for seamless loops and dynamic transitions; conceptualized and designed alpha version of app

University of Tulsa, Senior Game Projects – *Audio Team Coordinator* August 2023 – Present

- Coordinated a 6+ member audio team to design and produce the audio system, sound effects, music, and voice acting
- Imported and organized audio assets in Wwise and implemented them in Unity and C# in coordination with the dev team
- Unified compositional style, oversaw organization of Wwise and audio assets, allocated duties, and play-tested audio system

Game Projects and Game Jams – *Game Audio Engineer and Composer* July 2022 – Present

- Composed music, designed audio systems, and produced sound design in Wwise, FMOD, Godot, Unity, and Unreal Engine
- [Coin Game \(2022\)](#), Global Game Jam ([2024](#), [2025](#)), [Bullet Hell Jam \(2025\)](#), [Exploratorium \(2025\)](#), [Clock Work \(2026\)](#)

EDUCATION

Screen Scoring Workshop for Video Games – *New York University, NY* June 2023

Master of Music in Composition – *University of Louisville, KY* May 2023

Master of Music in Orchestral Conducting – *University of Louisville, KY* May 2022

Bachelor of Music in Composition – *University of Tulsa, OK* May 2019

SKILLS

Composition and Audio Production:

- 12 years of music composition experience – from screen scoring for games, animation, and film to traditional concert works. Proficient in creating expansive and dynamic soundscapes under time constraints.
- **Production:** Skilled with studio recording experience using Studio One Pro, Logic Pro, Reaper, Audacity, Adobe Audition, Kontakt, GarageBand, and Pro Tools.
- **Engraving:** Proficient in Dorico, MuseScore, Sibelius, and Finale for composition and part preparation.

Programming and Gaming Development

- 4+ years of experience in programmatic audio implementation via Wwise. Deep understanding of audio technology and bridging the gap between composition and game implementation to create dynamic game scores.
- **Software:** Wwise, Unity, Godot, GitHub, Unreal, Max MSP, FMOD, C#, GDScript, C++, Java, HTML, CSS

Musical Performance: Piano [23 years], Cello [11 years], Guitar [13 years], Live Electronics [4 years]

General Software: Microsoft Office, Windows, macOS, Adobe Acrobat Pro, Notion, Printing and Binding Music.

Media: Davinci Resolve, Blender 3D, GIMP, Adobe Premiere Pro, and Photoshop.