

GAGE GRICE

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My Online Portfolio: <https://gagegrice.squarespace.com>

OBJECTIVE

I'm a team player. Inclusive and intellectual, I convince people to work together and bring in all creeds and types of people in my circle. Armed with a love for people I strategically inspire others to create incredible works of art for the entertainment of the masses. That is what keeps me up at night and wakes me up in the morning; the ability to support a fellow artist's vision. Whether the media is interactive, performed or experienced.

SKILLS & ABILITIES

- Logic Pro
- Music Composition
- Clear communicator of complex ideas
- Pro Tools
- Music Theory
- Organizational Skills
- Sibelius
- Keyboardist
- Presentations

EXPERIENCE



Capitol Broadcasting Company - Intern

Jun 2017 –
Mar 2018

Capitol Broadcasting Company is known throughout the communications industry for its technological innovation and pioneering attitude. The company and its divisions have achieved an impressive list of breakthroughs that have set and raised standards in the industry.

EDUCATION



Full Sail University, Winter Park, Florida
BS Music Production - Graduated August 2020

Aug 2018 -
Aug 2020

HANDS-ON EXPERIENCE

- **Project and Portfolio VI: Music Production**
 - In this course, students will apply their prior commercial music experience with advanced audio-engineering skills. As they score to locked picture, students will compose music for dramatic settings and interact with the instructor in a way that closely simulates real-world collaboration between a producer and client.
- **Music Production for Media**
 - Students will explore music in branding and marketing as they learn to discern the elements that constitute standards in professional commercial music production. Students will expand their music skills while constructing and producing advertisement and jingle campaign packages as well as a website-branding project.
- **Game Music Composition**
 - Creating music for game audio requires a radical shift in production strategy because of the conditional-access design of games. In the Game Music Composition course, students will study game music and design, analyze design approaches, and synthesize and use a toolbox of production strategies. Students will continue to develop their music skills through group collaboration and the construction and production of a game music project.