



Danny Burns

[PORTFOLIO SITE](#)

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Dublin, CA (USA)



Music Composer/Producer/Editor and Sound Designer for visual media

- 17 years of music production experience
- Experience with middleware and implementing audio into games
- Expertise with Pro Tools, Logic Pro, and FL Studio
- Extensive knowledge of music theory and orchestration techniques
- Sound design, Foley, ADR, and field recording experience



Animator, Graphic Designer, and Motion Graphic Designer for visual media

- 13 years of experience with Blender, Adobe After Effects, Premiere Pro, Illustrator, and Photoshop
- Animated characters, vehicles, and motion graphics for a variety of projects

DEMOS

- [Music Production](#)
- [Sound Design](#)
- [Film & Animation](#)

EDUCATION

Academy of Art University (San Francisco, CA)

- **Graduated: December 2021**
- Degree: Bachelor of Fine Arts (BFA) in Music Production & Sound Design for Visual Media
- GPA: 3.239

PROFESSIONAL EXPERIENCE

Toontown Rewritten (Remote)

March 2022-Present – Composing music for the online game, *Toontown Rewritten*. Tasks include creating new themes, delivering .MIDI and .OGG files for each new track, and orchestrating arrangements for “HD” remasters of existing tracks. "I'm really impressed by Danny's ability to apply critiques in a timely fashion," the audio lead wrote. "His unbridled enthusiasm is the sort of thing we are looking for."

Valefor Games Ltd. (Remote)

Jun 2021-Present – Creating sound design and composing background music for the video game, *Glyde the Dragon*. One of my finished pieces, "[Lament of the Corrupted](#)," has been published to Valefor Games' YouTube channel.

Adrenaline Dubs (Remote)

October 2020-Present – Creating original music and sound design for an ongoing series of fan dubs of IDW's *Sonic The Hedgehog* comics. Workloads average out at 8-10 minutes of music per video, and one video every 2-3 weeks. I am also working in collaboration with two other sound designers.

[Adrenaline Dubs Soundtrack on YouTube](#)

[Tangle & Whisper \(Original Soundtrack\) on YouTube](#)

Mattercell Entertainment (Dublin, CA)

Oct 2015-Present – Directing, animating, scoring, and sound designing for various projects, including [SMii7Y Animated](#), *Sonic Heroes Reborn*, and the animated web series, [Avisterra](#), which won awards for [Best Music Score](#) and [Best Sound Design](#) at the Academy of Art's 2020 NXTUP Fest awards show. [SMii7Y Orchestrated \(licensed by SMii7Y\)](#)

Novel Kulture (San Francisco, CA)

Nov 2019 – Recorded, edited, and mixed the entirety of the sound design & Foley for Lovell and Paris Lee's short film, *Imbrue*. I utilized the on-site Foley stage at the Academy of Art University for certain sounds, and when I could not be on-site, I improvised with household objects and my own recording equipment. "Danny has done a phenomenal job with *Imbrue*," the director wrote, "and we greatly appreciate it!"

Columbia Center for the Arts (Hood River, OR)

Oct 2013-Oct 2017 – Provided original music and sound design for multiple theater productions, including William Shakespeare's *Macbeth*, 'Art' by Yasmina Reza, *Laundry & Bourbon* by James McLure, *The Dumb Waiter* by Harold Pinter, and Samuel Beckett's *Waiting for Godot*. This entailed a wide variety of musical styles, including jazz, tribal music, and orchestra. "Danny's music contributes to the play's success on so many levels," one director said. "The pre-show sets the mood, and the themes help us transition to each new scene, establish location, and tell us about each character. It's exactly the vibe I want to have."