

DAVID B. PENCIL

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OBJECTIVE

As a collaborator at heart, I am constantly on the look-out for directors, producers, and developers with whom I can share an artistic vision and exceptionally serve with professionally produced music in a wide variety of styles. I am always willing to consider and discuss new potential projects.

**For more info
and music samples:
davidpencil.com**

EDUCATION

Music Composition, Master of Music August 2005 – May 2007
College-Conservatory of Music (University of Cincinnati), Cincinnati, Ohio

Music Composition, Bachelor of Music August 2001 – May 2005
Rice University, Houston, Texas
Honors Graduate (Magna Cum Laude)

Collaborators:

+Penny Arcade
+Vantage Point
Productions
+Deep Plaid Games
+Missing Shoe
Films
+Flynn Films
+Ideal Scene
Productions
+Neorealist
+Videogamer.com
+First Responders
Gaming Com.
+Family Care
Network

SELECTED NOTABLE WORKS

(For a complete catalogue of work, please visit: www.davidpencil.com)

Web-Series

Penny Arcade: The Series (Season 2) November 2010 – July 2011
Style: Chiptunes <http://penny-arcade.com/patv/show/pa-the-series>

75 tracks of original chiptunes created through the course of the season. Highlights include the four ping-pong episodes which showcase more intense music, while many of the more interview-based episodes have a mellow or quirky feel.

"He worked incredibly quickly, seemed to read my mind on what the game needed, and the final music is of a fantastic quality that is frequently mentioned in reviews. I was very happy working with David on this game project and would recommend him to anyone who needed quality music for their game or film soundtrack!"

Shay Pierce
Deep Plaid Games

Film

The Natural Order of Things August 2009 – September 2009
Style: Oriental Ensemble <http://www.vanblumreich.com/blog/short-films-2>

Directed by Van Blumreich, this Chinese film with sub-titles touches on deep emotional cords of loss and forgiveness. The mood of the music is generally plaintive and evocative.

Games

Connectrode June 2011
Style: Ambient Electronic <http://itunes.apple.com/us/app/connectrode/id438450056?mt=8>

This iPhone puzzle game incorporated a piece with three stages of intensity that ramp up as the player blocks off more of the board. These stages are executed additively rather than sequentially.