

# JOHNY BORGES

## MUSIC COMPOSER

### CONTACT

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Curitiba - Brazil

### SKILL

Proficiency in DAWs (Digital Audio Workstations): Ableton and Reaper.

Basic knowledge of the DAW: Pro Tools.

Advanced knowledge in audio recording.

Intermediate knowledge in audio post-production (mixing and mastering).

Proficiency with audio electronic equipment.

### EDUCATION

College graduate in game development.

#### IESB

2014-2015

Bachelor's degree in music composition.

#### University of Brasília

2017 - 2024

### LANGUAGES

English



German



Portuguese



### PROFILE

Versatile Composer and Music Educator with a degree in Music Composition. Extensive experience in soundtrack creation, sound design, and music theory. Proven track record in scoring for mobile games, VR, and animation, alongside a strong background in instrumental teaching and project coordination. Adept at managing international freelance commissions and interdisciplinary artistic collaborations.

### WORK EXPERIENCE

Freelance Composer & Sound Designer | Platforms: VGen, Fiverr, Freelancer

- Composes original scores and creates sound effects (SFX) for independent international clients.
- Manages end-to-end audio production, from initial concept to final mix and mastering.

Audio Producer & Composer | Beats Battle (Project supported by the Ministry of Culture)

- Developed the original soundtrack and sound effects for the game.
- Ensured audio assets met technical requirements for integration.

Audio Specialist & Composer | In the Land of Ekitumans (VR Project)

- Composed the soundtrack for the VR experience showcased at Cine Brasília.
- Handled location sound recording and dialogue capture for dubbing/voiceover.

Lead Composer | ArkDesh (Mobile Game)

- Designed and produced the complete mobile game soundtrack.

Cofounder & Composer | Independent Game Studio

- Composed soundtracks for titles such as Speedrun Squid and various indie projects.
- Participated in the BRING (Brasília Indie Games) showcase at the Digital TV Tower.

Tavern Tale Studio

- Actively served as a partner and co-founder;
- Composed the soundtrack for "Speedrun Squid," a mobile Infinity Run game;
- Created sound effects and music for the game released on Steam, a game distribution platform, called "Mace";

Special Group Judge | São Paulo Carnival (Samba Enredo)

- Evaluated musical and lyrical composition for the elite tier of the São Paulo Carnival parade.

Education & Academic Experience

Bachelor of Music in Composition | University of Brasília (UnB)

- Teaching Assistant: Harmony and Music Theory.
- Outreach Project Tutor: Taught music theory and introductory composition to the local community.
- Artistic Coordinator: Founder and organizer of the Camerata DA CAPO, responsible for rehearsals and artistic direction.

Teaching & Coordination

- Taught Keyboard and Acoustic Guitar for individual and group classes.
- Organized social events and musical performances in public and private schools.
- Volunteer Work: Provided music theory and practice lessons for full-time students in community programs.