

Ryan X. Messcher



Contact Info:

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Bio:

Experienced composer with a history of delivering quality tracks on time and to spec. Equipped with adjusted studio monitors for mixing and a wide variety of instruments to record. Enthusiastic about collaborating with directors and other creatives on unique storytelling. Proud member of both BMI and DistroKid.

Credits:

Curtain Call Crusade - Video Game (Composer) Angela Yim & Lee Coronilia (Project Leads)	2023
Hello Counsel - Video Game (Composer) miseri (Project Lead)	2023
How Not to Become a Queen - Video Game (Composer) Qwiewie (Project Lead)	2023
I Could Only See Her - Video Game (Composer) Cevelean (Project Lead)	2023
Potion Panik - Video Game (Composer) omegabutton (Project Lead)	2023
So You Want To Be A Magical Girl? - Video Game (Composer) Zejbo32 (Project Lead)	2023
Desaturation Point - Video Game (Composer) Desaturated Games LLC	2022
La Villa de la Muerte - Video Game (Sound Designer) Ottercide Studio	2022
Recoba - Short Film (Composer) Alvaro Guzmán Bastida (Directed by)	2022
A Strange Hotel - Video Game (Composer) EmInSpace (Project Lead)	2021
Chase of Illusion - Video Game (Audio Lead, Composer) Bocheng Yao & Suli Zhang (Project Leads)	2021
The Horror of Our Love - Video Game (Composer) CSR Creations	2020

Education:

Berklee College of Music - Boston, MA
- Bachelor of Music in Film Scoring
- Minor in Video Game Scoring
- Thrive Scholarship Recipient 2019–2022
- Magna Cum Laude

2017–2022