

Jake Kargl

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Music composer for film and games. Finishing a Master of Music Degree in Music Composition for Film and Media from the Pacific Northwest Film Scoring Program at Seattle Film Institute while scoring various media projects.

Technical Skills

Music Composition | Audio Recording/Mixing/Mastering | Sound Design | Audio Implementation | MIDI Instruments/Mockups
Orchestration | Arranging | Performing

Experience

Music Composer for Video Games

You're Fired

May 2020

Critical Landscape-Scale Force of Nature

April 2020

Music Composer for Film

Dead Tongue (Short Film)

Waiting Release

Just Go With It (Short Film)

Waiting Release

Benicio (Short Film)

Waiting Release

Something Blue (Short Film)

December 2019

We Call Them Mountains (Short Film)

September 2019

Bemusement Park (Short Film)

December 2018

Viva Farms Documentary

May 2018

Bored and Stranded (TV Pilot, Additional Music)

April 2018

Petrichor (TV Show/Web Series)

Aug. 2017 - Jan. 2018

Society of Composer, Inc. WSU Chapter | Pullman, WA

President

Aug. 2017 - May 2019

Student Advisory Board | Pullman, WA

Instrumental Representative

Aug. 2018 - May 2019

Northwest Public Broadcasting | Pullman, WA

Composer

November 2017

Materia Collective | Seattle, WA

Arranger

Sept. 2019 - Present

Performer

Aug. 2017 - Present

Producer

Aug. 2017 - Present

Recording Engineer

Dec. 2016 - Present

Mixing Engineer

Dec. 2016 - Present

Transcriber

November 2017

KUGR Cougar College Radio | Pullman, WA

Music Committee

Aug. 2016 - May 2018

On-Air Personality

Aug. 2016 - May 2017

Owen Science and Engineering Library | Pullman, WA

Library Staff Assistant

Aug. 2016 - July 2019

General Student Employee

Aug. 2015 - Aug. 2016

WSU Symphonic Wind Ensemble | Pullman, WA

Principal Percussionist

Jan. 2018 - May 2018

Percussionist/Drummer

WSU Symphonic Wind Ensemble

Aug. 2016 - May 2019

WSU Percussion Ensemble

Aug. 2015 - May 2019

WSU Symphony Orchestra

Jan. 2019 - May 2019

WSU Indoor Drumline

Jan. 2019 - May 2019

WSU Jazz/Funk/Rock/Fusion Combos

Aug. 2014 - May 2019

Stealing Spoons

Aug. 2015 - Present

Education

Master of Music, Music Composition for Film and Media
Pacific Northwest Film Scoring Program at Seattle Film Institute

July 2020

Bachelor of Music, Music Composition
Music Technology Minor, Jazz Studies Minor
Washington State University

May 2019

Technology

Reaper | <https://www.reaper.fm/>
Digital Audio Workstation and MIDI Sequencer

FMOD | <https://www.fmod.com/>
Middleware/Audio Implementation Software for Games

Digital Performer | <https://motu.com/products/software/dp/>
Digital Audio Workstation and MIDI Sequencer

Wwise | <https://www.audiokinetic.com/products/wwise/>
Middleware/Audio Implementation Software for Games

Pro Tools | <https://www.avid.com/pro-tools>
Digital Audio Workstation and MIDI Sequencer

iZotope Music Production Suite 3 |
<https://www.izotope.com/en/products/music-production-suite.html>
Mixing, Mastering, and Audio Restoration

Sibelius | <https://www.avid.com/sibelius>
Music Notation Software

Finale | <https://www.finalemusic.com/>
Music Notation Software

Logic Pro X | <https://www.apple.com/logic-pro/>
Digital Audio Workstation and MIDI Sequencer

Audacity | <https://www.audacityteam.org/>
Audio Editor

Cubase LE | <https://new.steinberg.net/cubase/le/>
Digital Audio Workstation and MIDI Sequencer

MuseScore | <https://musescore.org/en>
Music Notation Software

Shotcut | <https://shotcut.org/>
Video Editing Software

Awards

Phase II Award
Washington State University School of Music

2018 – 2019
2016 – 2017

Phase I Award
Washington State University School of Music

2017 – 2018

Regents Scholar Award
Washington State University

2014 – 2018

Best Music Show – 2016/2017 School Year
KUGR Cougar College Radio

2017

Best On-Air Chemistry – 2016/2017 School Year
KUGR Cougar College Radio

2017

Crimson Award (Arts Category)
Washington State University SURCA

2017

“Semper Fidelis” Award for Musical Excellence
Skyline High School

2014