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A TALENT AGENCY

DAVID ORR

COMPOSER

PROFILE

PROFESSIONAL CREDENTIALS

DAVID ORR



A native of New England, David's scores for video games, film and Television, have been heard and enjoyed around the world.

Growing up in a musical family, at the age of four, David was naturally drawn to the piano, trying to imitate his mother's playing by ear. With his display of natural talent and motivation, he soon commenced formal instruction in piano performance.

During his high school years, David studied both piano and composition at the New England Conservatory of Music, where he received opportunities to perform in high-profile venues, including Carnegie Hall. Then there were other interests.

As David's music studies continued, there grew an interest and intrigue in 8-bit video game music. As he developed his understanding of the inner workings of this type of music, his passions for writing grew.

Today, David has expanded his reach to various mediums and platforms, having scored soundtracks for Xbox, iPhone, Playstation 3 and PC. He has composed soundtracks to a variety of games, including the multi-million seller "Castle Crashers" (The Behemoth), for which he was awarded "Best Original Music Soundtrack" by the National Academy of Video Game Trade Reviewers, and the game was awarded "2008 Best Game of the Year" at the Xbox Live Arcade Awards.



David holds a Master degree in composition from the University of Massachusetts, Amherst, two undergraduate degrees from the University of New Hampshire and has studied with prestigious musicians from institutions that include Julliard, New England Conservatory and Manhattan School of Music.

"I am constantly looking to infuse new ideas into the world of multimedia composing. I approach every project with a renewed music perspective to fuel my inspiration, and craft a uniquely perfect soundtrack."

David is a resident of Los Angeles, California.



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Los Angeles

INDUSTRY RECOGNITIONS

Best Original Music Score

“Castle Crashers,” The Behemoth
National Academy of Video Game Reviewers

"Outstanding Contributions to the Community Award"

Presented by Tom Fulp, Chief Executive Officer, *Newgrounds Entertainment Website*

Finalist

American Fine Arts Festival, Carnegie Hall

MOTION PICTURES

REPLICA

Peter Lee Scott Productions

Jakrin Juangbhanich, dir.
Peter Lee Scott, prod.

LIMANI (Additional Music)

Silver Bullet / Solar Indie Junction
2015 World Premiere, Sundance Film Festival

Noah Potter, composer
Viorel Sergovici, dir

SALVATION (Additional Music)

Transcendent Entertainment / Trifold Pictures

Noah Potter, composer
Brett Donohu, Bernie Van De Yacht, dirs.
Danny Rodriguez, prod..

5 SOULS (Additional Music)

Quorum Entertainment

Noah Potter, composer
Brian Donowho, dir.
Paul Hudson, Martin Wiley, prods.

THE NEW VILLAGE (Soundtrack)

Yellow Pictures / Astro Shaw

Kew Lit, dir.
Abbu Baker Siddiq, Leonard Tee, prods.

BITTER SWEET

London College of Communications

Saruta Pisanwalerd, dir.
Ahmed Said, prod.

THE FIRST MONDAY OF SUMMER (Soundtrack)

Chigas Productions

John Chigas, dir./prod.

DOCUMENTARY

ENVIRONMENTAL SECURE (Soundtrack)

Association of Russian AMV Creators (AKROSS)

Alexandre Porté, dir.

VIDEO GAMES

OOBLETS (Sound Design)	Glumberland / Double Fine Presents
CRUSH THE CASTLE: SIEGE MASTER (Original Music)	Armor Games Studios
EXTREME WHITEOUT (Original Music)	Grab Games
SUSHI CAT WORDS (Original Music, Sound Design)	Armor Games Studios / Krin Studios
LEGO MARVEL SUPER HEROES 2 (Quality Assurance)	Marvel / Warner Bros. Interactive
MARIO + RABBIDS KINGDOM BATTLE (Audio Designer)	Ubisoft Milan Production Studio / Nintendo
SUNNY 3 (Composer, Audio Director, Sound Designer)	Krin Studios / Armor Game Studios
EMBERS OF WAR (Original Music)	Dark Rift Entertainment / Steam
CALL OF DUTY: SIEGE (Original Music)	Faceroll Games / Activision
STARCRAFT UNIVERSE (Original Music)	Upheaval Arts / Blizzard Entertainment
GEM HUNTERS (Original Music, Sound Design)	Mineplex / Armor Games Studios
SCRAMBLE 7 (Sound Designer)	Mana Wings
DRAGOMON HUNTER (Trailer, Promotion)	X Legend / Aeria Games
TAP ARCHER (Original Music, Sound Design, Audio Direction)	Armor Games Studios
ECHO OF SOUL (Trailer)	Nvius / Aeria Games
EVOCREO (Original Music, Sound Design, Audio Direction)	Ilmfinity
CALL OF DUTY: HEROES (Original Music)	Faceroll Games / Activision
NINJA RAFT (Original Music)	Geek Brain Games / Right Pedal Studios
GEMINI STRIKE (Original Music, Sound Design, Audio Direction)	Game in a Bottle / Armor Games Studios
ROGUE STAR (Original Music)	Blizzard Entertainment
TESLA EFFECT (Special Thanks)	Big Finish Games
GEMCRAFT: CHASING SHADOWS (Composer, Audio Director Sound Designer)	Game in a Bottle / Armor Game Studios
BROKEN SWORD: THE SERPENT'S CURSE (Special Thanks)	Revolution Software
GALAXY FACTIONS (Original Music)	Faceroll Games / Coco Entertainment International
CRUSH THE CASTLE ADVENTURES (Original Music, Sound Design, Audio Direction)	Joey Betz / Armor Games Studios
SINJID (Original Music, Sound Design, Audio Direction)	Krin Studios / Armor Games Studios
SEQUESTER (Original Music, Sound Design)	Anthony Lavrelle / Armor Games Studios
STEELCURSE (Original Music)	Hyptosis Games
LARRY AND THE GNOMES (Original Music)	Jazza Studios / Newgrounds
RUNESEEKERS 2 (Original Music)	Hyptosis Games

LARRY: EPISODE 2 (Original Music)	Jazza Studios / Newgrounds
FLIGHT (Original Music, Sound Design, Audio Direction)	Krin Studios / Armor Games Studios
LARRY: PUP RUN (Original Music)	Jazza Studios / Armor Games Studios
ALICE IS DEAD 3 (Original Music)	Impending Riot / Newgrounds
LARRY: EPISODE 1.5 (Original Music)	Jazza Studios / Newgrounds
EPOS (Original Music)	MINT Studios / Newgrounds
LARRY: EPISODE 1, LARRY THE FREAKIN' LITTLE KNIGHT (Original Music)	Jazza Studios / Newgrounds
COLONY (Original Music, Sound Design, Audio Direction)	Krin Studios / Armor Games Studios
BROTHERHOOD OF BATTLE (Original Music, Sound Design, Audio Direction)	Jazza Studios / X Gen Studios
SONNY 2 (Original Music, Sound Design, Audio Direction)	Krin Studios / Armor Games Studios
MONSTER BASEMENT 2 (Original Music)	Godlimations / Armor Games Studios
CASTLE CRASHERS I (Original Music) <i>2008 "Best Video Game of the Year" Xbox Live Arcade Awards</i> <i>2008 "Best Original Music Score" National Academy of Video Game Reviewers</i>	The Behemoth / Valve / Microsoft Xbox Game Technology
CASTLE CRASHERS: HD (Original Music)	The Behemoth / Valve
LIGHTBOT (Original Music)	Coolio-Naito / Armor Games Studios
TAINTED KINGDOM (Original Music, Sound Design, Audio Direction)	Krin Studios / Armor Games Studios
ALLIANCE OF VALIANT ARMS (Trailer, Promotion)	Red Duck / Aeria Games
PURSUIT (Original Music)	Godlimations / Armor Games Studios
THE ADVENTURE PALS (Original Music)	Massive Monster / Armor Games Studios
HYBRID BEAST (Soundtrack)	

ORIGINAL SOUNDTRACKS

Colony	Larry and the Gnomes
Crush the Castle Adventures	Sinjid
EvoCreo	Soda Dungeon
Fantasy Soundtrack Project – Combat Music	Soda Dungeon 2
Gem Hunters	Sonny 1
Gemini Strike	Sonny 2 – Overworld 1
Gemcraft: Chapter 2	Sonny 2 – Overworld 2
Kingdoms Cinematic Music	Starcraft Universe

PERFORMANCE IN CONCERT

A Tale of a Champion for Mixed Ensemble, University of New Hampshire
 Alchemist, The, performed by the University of Massachusetts, Amherst Symphony Orchestra
 Concerto for Piano Quintet, New England Conservatory Preparatory School
 Constellations for Wind Ensemble, University of Massachusetts, Amherst, Wind Ensemble
 Contemporary Music for Piano, Applewood, at Amherst – “Nocturne,” “March of the Tin Soldier”
 Elizabeth Zharoff + Xavier Foley at the World Café Live (Soprano and Double Bass) – “Skyline” (Jazz)

Emoticons for Brass Quintet, University of Massachusetts, Amherst, Graduate Brass Quintet
Etude No. 1 for Solo Piano, University of New Hampshire
Harlequin for Wind Quintet, The, University of Massachusetts, Amherst, Graduate Wind Quintet
Indie Games Concert, Hilversum, The Netherlands – “Ludwig Orchestra performs music from ‘Castle Crashers’”
Minimally Minimal for Piano and Cello, University of Massachusetts, Amherst, Symphony Orchestra
Music for Orchestra, University of New Hampshire, Symphony Orchestra

Nocturne No. 2 for Solo Piano, University of Massachusetts, Amherst
Piano Sonata No. 1, University of New Hampshire
Psychotic Intentions for Solo Piano, University of New Hampshire
Reflections for Trumpet and Piano, University of New Hampshire
Skyline Sonata for Double Bass and Piano, Xavier Foley, double base, Michelle Cann, piano, presented by Live Connections at
World Cafe Live, Philadelphia

PROFESSIONAL STUDIES

University of Massachusetts, Amherst Master of Music, Composition
University of New Hampshire Bachelor of Arts, Piano Performance
 Bachelor of Arts, Music Theory
Julliard, New England Conservatory, Manhattan School of Music – Private Studies

Programming: HTML, XML, CSS (familiarity with BASIC, C, PHP and ActionScript syntax)

ACKNOWLEDGEMENT OF MR. ORR’S WORK

“In David Orr’s ‘Skyline’—a composition grounded in the Americana tradition, but also displaying the vigor of the great Barber string concertos—(Xavier) Foley’s nimble fingers on the bass were showcased, particularly in the call and response sections with pianist (Michelle) Cann.”—**Donald Hunt, “Music Composed for Video Games Concert,” artblog, June 15, 2017**

“Four Brave Champions (written by David Orr) plays in both the title screen as well as the ending. The games’ ending is actually pretty cool, and has a Metal Slug feel to it, with the player firing over the battlefield he has just fought through, giving a sense of awe at the destruction just wrought. It’s just full of knightly testosterone and awesome. David Orr has composed a few other pieces that have found their way into flash games, but none seem to have had quite the news coverage as ‘Castle Crashers.’”—**Video Music Daily, November 14, 2009**

“Reinventing the classic played by millions, ‘Sonny’ (2017) is designed for cunning and creativity, with an emphasis on strategy and difficulty as the game evolves, featuring stunning artwork by Jet Kimchrea, and an engrossing, original score by David Orr.”—**The Gamer Tips**

“David produces very memorable and meaningful music, quickly and effectively. A solid understanding of method and madness that is our emotions; listening to David’s work brings about new layers to the production they were made for.”—**Selcuk Bor, Blue Isle Studios, Toronto**