

PROFILE

Dean McGinnes is a young and enthusiastic composer, writing music that captures the moment in any given scene. Using music to set the pace, intensify an emotion, establish tension - and much more - Dean is able to write in any style and has a proven ability to build effective working relationships.

As music supervisor for video productions at Dundee City Council, Dean's work was broadcast to over 30,000 people at Radio One's Big Weekend Music Festival.

At UNIDVD, Dean served as a freelance sound engineer expanded to composer, complimenting his music for UNI Productions.

Dean has recently finished composing music for the award winning Clayhouse Productions and is currently writing music for the series "30 Seconds From Oblivion" with award winning director Kirk Murray. Another project soon to feature Dean's music is "Salivate", due to be aired at major film festivals around the globe.



EXPERIENCE / CREDITS

"TO PICTURE" CREDITS AS A COMPOSER

Small World *documentary* (Clayhouse)
* award winning production company

Voices Of Older People *documentary* (Clayhouse)
* award winning production company

RU - 486 (trailer) *feature* (Xylomancy Films)

Under Surveillance *short film*

CURRENT PROJECTS

30 Seconds From Oblivion *series*
* award winning director & award winning action series

Salivate *feature*

EDUCATION AND TRAINING

BA PROFESSIONAL MUSICIANSHIP **BRIGHTON INSTITUTE OF MODERN MUSIC** 2007 - 2010
Excelled in: Creative Composition & Arrangement, Vocational Song-writing, Live Performance

BA COMPUTER ARTS **UNIVERSITY OF ABERTAY DUNDEE** 2004 - 2006
Excelled in: SFX and Psycho Acoustics, Creative Sound Synthesis, Audio Production Methods

HND 3D ANIMATION **DUNDEE COLLEGE** 2003 - 2004
Excelled in: Showreel Creation, Games Design, Creative Video Compositing

HND DTP & WEB DESIGN **DUNDEE COLLEGE** 2002 - 2003
Excelled in: Website Construction, Design in Context, Digital Publishing,

HNC DIGITAL MEDIA **DUNDEE COLLEGE** 2001 - 2002
Excelled in: Digital Sound Editing, Freelance Working Skills

SKILLS

- Composer's own well – equipped studio
- Experience in Digital Audio Processing and in using software such as: Cubase, Soundforge, Adobe Audition, Adobe After Effects, Adobe Premiere
- Full understanding of music theory
- Able to work under pressure and to deadlines at home or on location