

BRAD DERRICK

Audio Director | Composer | Interactive Music Architect

screenlit@gmail.com | <https://www.bradderrick.com/>

PROFILE

Hands-on Audio Director and Composer with 30+ years in game audio, combining creative direction, technical systems design, and full-cycle music production. Known for building and leading high-performing teams while remaining deeply embedded in development—designing, implementing, and iterating alongside engineers and content teams. Specializes in end-to-end (“farm-to-table”) interactive music solutions that elevate player experience at scale. Combines creative vision with deep technical execution to deliver immersive, player-driven audio experiences.

DISTINGUISHING VALUE

- Rare combination of **director-level leadership and daily hands-on execution**
- Deep expertise in **interactive music systems for gameplay-driven experiences**
- Proven ability to **design, build, and iterate audio systems from scratch**
- Comfortable working in **small, fast-moving teams or large-scale productions**

CORE CAPABILITIES

Audio Direction & Creative Vision | Team Leadership | Cross-Disciplinary Collaboration | Multiplayer & Live Service Games | Audio Pipeline & Systems Design | Middleware & Technical Implementation | Interactive Music Design | Music Composition & Production | Live Recording | Voice Production

PROFESSIONAL EXPERIENCE

AUDIO DIRECTOR | The Elder Scrolls Online

ZeniMax Online Studios | 2009-2026

- Led audio for one of gaming's largest live-service MMORPGs for 17 years while remaining deeply hands-on in content creation and implementation.
- Helmed the delivery of widely praised audio experiences with strong player sentiment, contributing to the long-term success of a flagship title with tens of millions of players.
- Established and maintained artistic vision, production standards, and audio initiatives across 10 major expansions and 40+ updates.
- Directed and grew the audio department from a single contributor into a large team of sound designers, voiceover specialists, engineers, and 3rd party outsourcers.
- Supervised pipelines and workflows that supported continuous content delivery.
- Worked closely with multidisciplinary teams to deliver polished audio at a regular and aggressive cadence.
- Designed and iterated on audio systems alongside engineers, staying embedded in tools and middleware.
- Oversaw hiring, mentoring, performance reviews, and career development.
- Represented the studio through livestreams, press interviews, and community events, strengthening brand connection with the players.

COMPOSER & INTERACTIVE MUSIC ARCHITECT | The Elder Scrolls Online

ZeniMax Online Studios | 2009-2026

Core Soundtrack

- Designed, implemented, and maintained the complete interactive music ecosystem for one of the industry's largest live-service games, personally owning every stage from creative concept through in-game integration and post-launch iteration.
- Defined and evolved the musical identity of a globally recognized IP, conforming it to a continuous, adaptive score for a dynamic multiplayer environment.
- Created an extensive catalog of on-brand music (25+ hours) across diverse styles, taking responsibility for every stage of production: composition, live recording oversight (orchestra, choir, soloists, vocalists), editing, mixing, mastering.
- Architected a large-scale interactive music system using Wwise and proprietary tools, enabling seamless, real-time responsiveness to gameplay and narrative.
- Devised numerous interlocking integration schema with varying degrees of granularity to best serve the intersection of flexibility and musicality.

- Crafted a flexible framework mapping integration schema to ambient systems, combat layers, and bespoke narrative moments—enabling both systemic continuity and handcrafted emotional beats.
- Collaborated closely with engineers and designers to push the boundaries of interactive music implementation.
- Delivered a highly adaptive and emotionally responsive game soundtrack that enhanced immersion and contributed to strong player engagement.

Expanded Contributions

- Produced and implemented 60+ in-world bard songs (composition, recording, mixing, integration, animation tagging, FaceFX data).
- Created music systems for gameplay features including musical puzzles, rhythm-based content, and player-driven interactions.
- Produced and implemented 50+ collectible in-game music assets, contributing to player engagement and monetization.
- Developed music for player emotes and customization features, expanding player expression and revenue opportunities.
- Partnered with marketing on trailers and annual rebranding efforts, including evolving main themes.
- Mixed, mastered, and released official soundtracks, generating millions of streams and additional revenue.

AUDIO LEAD & COMPOSER

EA / Mythic Entertainment | 2001-2009

- Led a small but prodigious audio team to provide sound design, voiceover, and music for the studios' AAA MMORPGs: Warhammer Online and Dark Age Of Camelot.
- Composed and produced live orchestral scores for Mythic's titles, a first for the studio.

AUDIO LEAD & COMPOSER

EA / Kesmai | 1995-2001

- Provided sound design, voiceover, and music support for numerous online titles, notably in the Air Warrior and Battletech universes.
- Served as the sole member of the audio team, developing a top-down holistic approach to game audio development.
- Pioneered game audio design & deployment techniques for the (then nascent) online gaming environment.