

BRAD DERRICK

Senior Game Composer

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

PROFILE

Game composer and music producer with **30+ years creating music for games**, spanning large-scale orchestral scores, intimate character-driven music, cinematic storytelling, and deeply integrated interactive systems. For 17 years, composed and produced the music for **The Elder Scrolls Online**, creating **25+ hours of music** across cinematic, narrative, ambient, combat, and event-driven formats.

Equally comfortable defining musical direction, translating creative vision into finished score, leading orchestral and vocal recording, collaborating with directors and developers, and taking music from composition through final production and implementation. Brings an unusually broad perspective as both a **composer and hands-on game-music technologist**, with deep experience building music for the realities of interactive games.

CORE STRENGTHS

Composition & Scoring : Cinematic | Orchestral | Narrative | Character & emotional storytelling | Interactive / adaptive arrangements

Music Production : Orchestra | Choir | Soloists | Vocalists | Recording Supervision | Editing | Mixing | Mastering | Soundtrack

Game Music : Linear & Non-linear implementation | Cinematics | Stingers & fanfares | Dynamic underscore | Combat systems | Wwise

Creative Collaboration : Directors & game leadership | Designers | Engineers | Musicians | Orchestrators | 3rd party teams

PROFESSIONAL EXPERIENCE

COMPOSER & INTERACTIVE MUSIC ARCHITECT | The Elder Scrolls Online

ZeniMax Online Studios | 2009-2026

Composer

- Composed and produced **25+ hours of original music** defining and evolving the musical identity of *The Elder Scrolls* franchise across a globally recognized, long-running live-service universe.
- Created music across an unusually broad emotional and stylistic range—from **massive orchestral forces and high-impact cinematic bombast to intimate writing for soloists and a cappella voices**.
- Scored multiple forms of game storytelling, including **long-form linear cinematics, moment-to-moment narrative beats, stingers, fanfares, dynamically generated ambient music, and tightly integrated combat scoring**.
- Owned the complete music-production process from composition through **live recording oversight, editing, mixing, and mastering**.
- Led production involving **orchestra, choir, soloists, vocalists, orchestrators, engineers, and other music-production professionals**.
- Defined musical approaches capable of supporting both authored narrative moments and the demands of a continuously evolving multiplayer game.
- Partnered with studio leadership and multidisciplinary teams to translate creative vision into finished music that served story, world, gameplay, and player experience.

Interactive Music Architect

- Designed, implemented, and maintained the interactive music ecosystem for one of the industry's largest live-service games, carrying music from **creative concept through in-game integration and post-launch iteration**.
- Architected large-scale interactive music systems using **Wwise and proprietary tools**, enabling music to respond dynamically to gameplay and narrative.
- Developed multiple integration approaches at different levels of granularity, balancing **musicality, flexibility, dramatic timing, and technical practicality**.
- Built frameworks supporting ambient systems, combat layers, and bespoke narrative moments while maintaining both systemic continuity and handcrafted emotional beats.
- Collaborated directly with engineers and designers to develop and refine interactive music technology.

Additional Music Contributions

- Composed, recorded, mixed, and implemented **60+ in-world bard songs**, including associated animation tagging and FaceFX data.
- Created music systems for musical puzzles, rhythm-based content, and player-driven musical interactions.
- Produced and implemented **50+ collectible in-game music assets**.
- Created music for player emotes and customization features.
- Partnered with marketing on trailers and annual rebranding initiatives, including development of evolving main themes.
- Mixed, mastered, and released official soundtracks that generated **millions of streams**.

COMPOSER | Unreleased Sci-Fi MMO

ZeniMax Online Studios | 2022-2025

- Composed music for an unreleased AAA science-fiction MMO representing a significant departure from the musical language of *The Elder Scrolls* universe.
- Explored **mangled sounds, synthetic textures, and unconventional sonic materials** while maintaining emotional clarity and musicality.
- Produced several hours of **linear and dynamic prototype music**.
- Developed the accompanying design and technical approach required to stand the music up in-game.

AUDIO DIRECTOR

ZeniMax Online Studios | 2009-2026

- Led audio for a major long-running live-service MMORPG while remaining **hands-on in content creation, music, systems, tools, and implementation**.
- 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 multidisciplinary team of sound designers, voiceover specialists, engineers, and external partners.
- Oversaw pipelines and workflows supporting continuous content delivery on an aggressive live-service schedule.
- Collaborated closely with multidisciplinary development teams to deliver polished audio across major releases and ongoing content.
- Designed and iterated on audio systems alongside engineers, remaining deeply embedded in middleware and proprietary tools.
- Led hiring, mentoring, performance reviews, and career development.
- Represented the studio through livestreams, press interviews, and community events.

COMPOSER & AUDIO LEAD

EA / Mythic Entertainment | 2001-2009

COMPOSER & AUDIO LEAD

EA / Kesmai | 1995-2001