

# Bonny Baez, M.M.

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## EDUCATION:

**Master of Music in Film Scoring** – Berklee College of Music  
Graduated December 2024

**Bachelor of Arts in Sound Design** – Berklee College of Music  
Graduated May of 2021

**Certificate of Music Production** – Institute of Audio Research, NYC  
Graduated December of 2010

**Associate in Digital Media Communications** – Katharine Gibbs School, NYC  
Graduated December of 2007

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## WORK EXPERIENCE:

### **Composer / Sound Designer** – Contract (Remote) | *January 2016 – Present*

Compose original music and craft custom sound design for a wide range of film and game projects, blending sample libraries, synthesizers, and sampling. My work involves writing custom cues and sounds that enhance on-screen storytelling, as well as implementing interactive audio using tools such as Wwise, FMOD, and Unreal Engine Blueprints. I also mix and master audio to meet professional standards for broadcast, film, and games. Notable projects include the award-winning animated short *Too Late*, the award-winning film short *Premonition*, and the game project *I Am Batman*.

### **Senior Animator** – Zynga, Remote | *June 2022 to Present*

I create high-quality character and creature animations for gameplay, contributing to the visual storytelling and player experience for *Game of Thrones: Legends*. I help develop and refine our pipeline by building custom Python tools to streamline production. In addition to animation, I'm also in collaboration with the audio department working on audio implementation and sound design. I also lead workshops to train fellow artists.

### **Animator** – Gameloft/Twisted Pixel/Contract – New York City & Austin | *October 2013 to June 2022*

I worked on several high-profile game titles including *Spiderman Unlimited*, *Pixar's Cars: As Fast as Lightning*, *Torchlight III*, *Rogue Company*, and others across multiple genres. My responsibilities included creating gameplay animations for both humanoid and creature characters, as well as editing and refining motion capture data for use in gameplay and cinematic sequences. I also developed custom rigs for characters and props, optimized for integration in both Unreal Engine and Unity pipelines.

### **Composer / Sound Designer** – Miharo Games, New York City | *February 2009 – February 2013*

Created music and sound design for a variety of mobile game titles, carefully tailoring each project to match its unique visual style and gameplay mechanics. My role included composing both adaptive and linear music across multiple genres, directing voice-over sessions to ensure consistent and high-quality performances, and designing and implementing sound effects that enhanced the overall user experience. Notable projects include *Coin Soccer*, *Elliptic Twist*, and *Kludge*.

## TEACHING EXPERIENCE:

### **Spanish Teacher** – El Taller Latino, New York City | *December 2005 to May 2008*

Taught Spanish to adult learners at a cultural center in Upper Manhattan every evening, a rewarding opportunity that allowed me to draw on my full range of language teaching experience. The program was intensive conversational courses that emphasized cultural immersion and the joy of learning. Each session was designed to foster a relaxed and engaging environment while introducing students to Spanish and Latin American cultures.

### **English Teacher for Business** – ACCESS, Dominican Republic | *September 2000 – March 2004*

Worked as a private language instructor for several businesses in Santo Domingo, teaching both small group classes and one-on-one sessions daily with CEOs and executives. This role allowed me to tailor lessons on the specific communication needs and industry contexts of each client, providing relevant and practical instruction. It was a valuable experience that helped me grow not only as an educator but also as a professional working closely with leading Dominican companies.

### **ESL Teacher** – CENTI, Dominican Republic | *July 1996 to August 2000*

Taught English as a Second Language daily at an after-school program in the Dominican Republic, working with a wide age range of Spanish-speaking students. The program emphasized conversational skills and the use of audiovisual materials to keep learners engaged. This role allowed me to explore creative and dynamic teaching methods, designing each session to be interactive to support student participation.

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## RECORDINGS AND ORCHESTRATIONS:

*Can You See Me Now?* - Recorded with Budapest Scoring Orchestra, 2023

*Dark Intent* - Recorded with Budapest Scoring Orchestra, 2023

*Fire Whip* - Recorded with Budapest Scoring Orchestra, 2022

*Ashes of a Diary* (album) – Orchestrated for Dreaming Madmen, 2019

## FILM AND GAME CREDITS:

*Henry Molina Documentary* (2025) - Composer

*The Fell We Climb* (2022) – Sound Designer

*I Am Batman* (2021) – Composer

*Escúchame* (2021) - Composer

*Samurai Sushi* (2021) – Composer & Sound Designer

*Too Late* (2020) – Sound Designer & Music Consultant

*Premonition* (2018) – Composer

*My Ninja Family* (2018) – Composer

*Elliptic Twist* (2010) – Composer & Sound Designer

*Coin Soccer* (2009) – Composer & Sound Designer

*Kludge* (2009) – Composer & Sound Designer

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## TECHNOLOGY:

### Digital Audio Workstations

Pro Tools, Cubase, Reaper, Live

### Game Audio Implementation

Wwise, FMOD, MetaSounds, Python, Unreal Blueprints

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**LANGUAGES:** English and Spanish