

# PIERO RAMIREZ

## MUSIC COMPOSER

- [PORTAFOLIO](#)
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## ABOUT

Piero Ramirez is a Seattle-based composer from Lima, Peru. A winner of the Game Audio Network Guild Scholar program and a recent graduate of Pacific Lutheran University with a Bachelor of Music. Ramirez creates dynamic scores for both video games and films. Passionate about creating immersive audio for films and video games, with a collaborative, team-oriented approach.

## SKILLS & ABILITIES

|       |           |                       |                            |                          |                        |                   |                |
|-------|-----------|-----------------------|----------------------------|--------------------------|------------------------|-------------------|----------------|
| Wwise | Cubase    | Composition for Media | Unity Audio Implementation | Advance Midi Programming | Piano, Saxophone, Bass | Audio Editing     | Native Spanish |
| Fmod  | FL Studio | Conducting            | Unity                      | C# Programming           | Kontakt Programming    | Score preparation | Basic Japanese |

## WORK EXPERIENCE

- Sept 2025 – Current

**Music Instructor (Bass Guitar & Piano)**  
School of Rock, Bellevue
  - Provide individual lessons in bass guitar and piano.
  - Help students develop musical techniques, performance skills, and confidence through hands-on learning
- Sept 2025 – Current

**Music Production Instructor**  
Athena Coding – French Immersion School of Washington
  - Teach *Music Production 101* to elementary students.
  - Introduce fundamental concepts of digital audio, rhythm, and creativity using beginner-friendly software.
- Sept 2020 – Jun 2021

**Music Theory, English and Spanish Tutor**  
Writing Tutoring Center, Tacoma Community College (TCC)
  - Tutor students from Music Theory classes at TCC
  - Developed first music-art handouts of the center

Sept 2022 – Jun 2025

**Video Officer**

Campus Safety, Pacific Lutheran University (PLU)

- Monitored security cameras to maintain campus safety and report incidents.

Jan 2025 – Jun 2025

**Music Tutor**

Knack, Pacific Lutheran University (PLU)

- Tutored students in music theory, conducting and ear training

## EDUCATION

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Apr 2019 - Jun 2021

**Associate's in Music**

Tacoma Community College

Sept 2022 - Jun 2025

**Bachelor's in Music Composition**

Pacific Lutheran University

## ACADEMIC ACHIEVEMENTS

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***Recipient, Composition Award, PLU***

2024

- Music Composition Scholarship Granted by Pacific Lutheran University

***Recipient, G.A.N.G 2024 Scholar***

2024

- 1 of 5 students awarded by the Game Audio Network Guild a pass and a mentorship to attend GameSoundCon

## PROJECTS

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***Music Composer, Rose Window Studios***

2022-2024

- Scored for 4 Short Films by Rose Window Studios, a student film club at Pacific Lutheran University
- Premiered at The Grand Cinema, in Tacoma WA

***Music Composer, Quasar Studios***

2024

- Scored for short film that was one of the three winners of UNIFEST, a national wide university film competition in Peru
- Streamed on national television in Peru

### ***Featured Composer, Composer Showcase***

2024-2025

- Featured Composer for Tacoma Community College Concert Band on the Spring Quarter Concert in 2024 with the piece “NO INTELLIGENT LIFE” for Concert Band and Theremin
- Winner to be the featured composer for Pacific Lutheran University Student Showcase Concert in 2025 with the piece “BELLO DOLORE” for Symphony Orchestra

### ***Creator, No Happy Days***

2024

- “No Happy Days” is a short RPG developed entirely by Piero Ramirez using Unity and Wwise.
- Self-published the game on Steam, received positive reviews, and sold over 100 copies.

## **OTHER ACTIVITIES**

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### ***Volunteer, “Enseñame” program***

2022

- Volunteer Tutor in “Enseñame” a NGO in Peru for kids with low resources for education, taught Music and Math

## **REFERENCES**

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### ***Lauren Kott, Formosa Group***

Louville99@gmail.com

### ***Adam Gubman, Moonwalk Audio***

adamgubman@gmail.com

### ***Brian Schmidt, Game Audio Network Guild***

brian@audiogang.org