Virginia Kilbertus

Composer for Film, Television, and Video games | Sound Designer

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Education

Berklee College of Music (2015-2016)

Masters in Scoring for Film, Television, and Video Games Berklee College of Music Entrance Scholarship

McGill University (2011-2015)

Bachelor of Music in Composition

Graduated with Distinction and Outstanding Achievement in Composition Helmut Blume Memorial Scholarship and Schulich School of Music Award

Toronto Royal Conservatory of Music (2004-2011)

Private instruction in piano, music theory, harmony, and counterpoint

Skills

Proficient in the following software:

Logic, Digital Performer, Cubase, Ableton Live, Pro Tools, Wwise, FMOD, Max/MSP, Sibelius, Finale, Kontakt, Vienna Ensemble Pro, and Reason

Advanced training in:

Scoring for Film and Television; Video Game Scoring and Implementation; Foley and Sound Design; Classical, Contemporary, and Electronic Music Composition; Orchestration; Live Processing; Sample Library Creation; Recording, Mixing, and Mastering Techniques; Orchestral Conducting; Piano Performance

Languages:

English, French

Work Experience

Freelance composer (2011-present)

Various commissions for concert music, film, and video game scores; various performances and recordings with professional musicians and ensembles, the Budapest Art Orchestra, and in London Air Studios

Sound Designer (2015-present)

Foley and sound designer for various film and video game commissions

Montreal Contemporary Music Lab (2014)

Composer in 10-day-long intensive workshop aimed at fostering composer-musician collaborations and relationships, as well as improvisation and new music techniques

Freelance pianist and singer (2011-present)

Pianist for various events; solo recitals and piano competitions; concerts with the McGill University Chorus, Schulich School Singers, and with the McGill Symphony Orchestra

French tutor (2010-2011)

