

Jessica Mao, composer & pianist

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Education

San Francisco Conservatory of Music (SFCM)

- **MM** in Composition Oct 2020 - May 2022
Primary Instructor: David Garner
GPA: 3.89 / 4.0
- **BM** in Technology and Applied Composition Sept 2016 - May 2020
Primary Instructors: Clint Bajakian, Lennie Moore
GPA: 3.73 / 4.0

Compositions

Chamber Music

- *Transient Skies* for piano quintet and electronics Apr 2022
 - Graduate thesis for M.M. at SFCM
- *Fulgurance* for violin and cello Oct 2021
 - Premiered at SFCM by Solanch Sosa and Daniela Gonzales-Siu
- *Paradigm Shift* for string quartet Jan 2021
 - Premiered at SFCM by the Telegraph Quartet

Solos

- *Humoresque* for solo flute Apr 2022
 - Premiered at SFCM by Jolie Fitch
- *Tarantisms* for solo piano May 2021
 - Premiered at SFCM by Jessica Mao

Vocal Music

- "To Helen About Her Hair" for tenor and piano Premiere TBA
 - Written for the 2022 SongFest–Sorrel Composer Mentorship
- "Alone in silence, up the Western Tower I go" for soprano and piano Premiere TBA
 - Written for the 2022 SongFest–Sorrel Composer Mentorship
- "The Storm" for soprano and piano Mar 2021
 - Written for the 9th Biennial Art Song Composition Competition at SFCM
- "The Moon is distant from the Sea—" for soprano and piano Mar 2019
 - Premiered at SFCM by Yihan Lou

Electroacoustic Works

- *He Watches* for string quartet, harp, and electronics Oct 2020
- *At First Light* for orchestra and electronics Oct 2020
- *Eighth Wonder* for string quartet, guitar, and electronics* May 2020
- *New Horizons* for electronics May 2020
- *Sachael* for wind quintet, string quartet, and electronics* Dec 2019
- *The Divergent* for SATB choir and electronics* May 2019
- *Black Swan* for SATB choir and electronics* Dec 2018

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- *Khamsin* for wind quintet, string quartet, and electronics* May 2018
- *Finding Eden* for wind quintet, string quartet, and electronics* Dec 2017
- *Seventh Night* for electronics** Oct 2017
- *Elysium Lost* for brass ensemble and electronics* Dec 2017
- *The Eleventh Hour* for brass ensemble and electronics* Dec 2016

* Recorded at Sony Interactive Entertainment in San Mateo, CA

** Premiered at SFCM

Works for Media (rescores)

- *Poulette's Chair* animated short June 2020
 - Written for the 2020 Indie Film Music Contest
- Excerpt from *The Book Thief* Apr 2020
- Excerpts from *Crouching Tiger, Hidden Dragon* Apr - May 2018
- iPhone 8 commercial Oct 2017

Work Experience

Music Editor & Orchestrator June 2022 - Present

Freelance

- Transcribe and orchestrate MIDI mockups to notation in Sibelius
- Engrave handwritten manuscripts in Sibelius in preparation for performance and publication
- Edit scores for consistency and accuracy
- Extract parts from scores and prepare them for performance and publication

Technology and Applied Composition (TAC) & Pre-College TA June 2016 - May 2022

San Francisco Conservatory of Music

- Educate and assist students in TAC and Pre-College programs with composition, orchestration, engraving, audio technology, etc.
- Assist with summer programs
- Create studio templates for various DAWs
- Produce and engineer recording sessions and department concerts
- Manage TAC's social media platforms and design posters to promote events

Music Production Intern May - Aug 2021

Sony Interactive Entertainment (Santa Monica Studio)

- Created derivative assets, printed stems, and exported music assets from stems using Pro Tools (*God of War Ragnarök*)
- Implemented and edited music assets in Wwise (*God of War Ragnarök*)
- Documented gameplay events in an implementation document to determine best implementation methods for music systems (*God of War Ragnarök*)
- Cleaned up and archived music assets (*Ghost of Tsushima Director's Cut*)
- Performed QA testing and identified bugs in music systems (*God of War Ragnarök*, *Ghost of Tsushima Director's Cut*)

Music Production & Teaching Intern Aug 2019 - Jan 2020

Women's Audio Mission (WAM)

- Assisted with recording sessions and concerts both in and out of WAM's recording studios
- Assisted with podcast recording (Pitch Elevator, Your Undivided Attention)

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- Taught audio recording, editing, and producing to mid/high school girls
- Managed WAM's social media platforms
- Maintained WAM facilities and equipment
- Performed administrative tasks

Private Music Instructor

June 2016 - Present

Freelance

- Teach private lessons for composition, piano, music theory, and music technology to beginner to early advanced students, ages ranging from early childhood to adults

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- Provide vocal coaching and piano accompaniment in performances and competitions for voice students
- Assist students with participating and winning national-level competitions for composition and voice (American Prize, National Young Composers Challenge, National Association of Teachers of Singing)
- Assist students with achieving full marks on music theory exams (AP Music Theory, Royal Conservatory of Music)

Projects

Untitled Indie Game, Turascape Games

Sept 2021 - Present

Create sound assets for a social simulation video game. Design characters and create concept art and 3D models.

Artist-In-Residence, Songfest–Sorrel Composer Mentorship

June 2022

Worked with student and professional vocalists and collaborative pianists on new compositions for art song.

PlayStation/SFCM Collaboration

Sept 2016 - June 2022

Collaborated with music producers at Sony PlayStation to simulate the professional workflow of composing for a video game. Instructed students on good practices in composition, creating MIDI mockups, orchestration, notation, and engraving. Oversaw and engineered recording sessions of students' pieces at SFCM. All of my compositions had been selected for recording by professional musicians at PlayStation in San Mateo.

Composition Seminars

- Austin Wintory
- Catherine Joy
- Tim Davies
- Wilbert Roget II
- Libby Larsen
- David Conte
- John Musto

Other Interests, In Case You Were Interested

- Digital and pixel art
- Novels (writing them)
- Video games
- Exploring cities in search of their best milk tea establishments
- Dogs!