

Somesh Yatham

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Professional Summary

Composer and sound designer specializing in media and chamber works. My music focuses on utilizing hybrid sounds to create unique and interesting soundscapes. As a collaborator, I understand the importance of remaining efficient, reliable, and timely during the creative process. With a personal emphasis on organization and extensive experience in orchestration, MIDI programming, and score producing, my aim is to best realize the creative vision of those I work with.

Skills

- Composing, Sound Design, & Music Editing
- Audio and MIDI Conforming
- Logic Pro, Cubase, Pro Tools, Digital Performer
- Sibelius, Dorico, Finale, Microsoft Office, G-Suite
- Percussion Multi-Instrumentalist
- Arranging/Orchestration/Transcription
- MIDI Programming & Mockups
- Audio Implementation and Stemming
- Session Conducting + Remote Recording
- CueDB, Reelcrafter, Vienna Ensemble

Work Experience

Composer Assistant (*Mandy Hoffman*)

11/2025 - 01/2026

- Additional Music and song arrangements for Sundance premiering *Run Amok*.
- Orchestration for 30+ cues for both in person and remote recording sessions.

Composer Assistant (*Alex Weston*)

05/2025 - 06/2025

- Created detailed orchestral mockups for upcoming *Lear Rex* film.
- Set up Pro Tools sessions for remote session recording.
- Transcription of keyboard parts for remote session recording.

Joy Music House (*Assistant & Orchestrator*)

07/2023 - Present

- Orchestration and MIDI Transcription for TV/film projects. Projects included *Presumed Innocent* (Apple TV); *Elizabeth Taylor: The Lost Tapes* (Cannes, HBO), *Turning Point: The Bomb and the Cold War* (Netflix), and *Dead Whisper* (Apple TV).
- Assisted with score production, MIDI-to-Sibelius notation, advanced stem bouncing, and audio implementation in Pro Tools and Cubase, while managing client communication on budget, recording, and general production tasks.
- Personal assistant to Catherine Joy (JMH founder and SCL Board Member).

4 Elements (*Music & Stem Editor/Conformer*)

05/2024 - 07/2024

- Music edited and utilized MIDI and audio conforming for increased placement of licensing tracks, including the creation of different versions of existing tracks utilizing stems.
- Organized stems and metadata for 4 Elements library.

MPATH (*Metadata Assistant*)

09/2023 - 12/2023

- Catalogued metadata and overall curation of albums for commercial placement.
- Album cover curation and general consumer outreach assistance

NYU Composers' Collective (*President*)

06/2023 - 05/2025

- Organized concerts and social events for NYU composers, facilitating premieres of student works and expanding audience reach through cross-department collaborations.
- Served as representative for NYU Screen Scoring at bi-annual Tisch Production Fairs.

Golden Hornet Composition Laboratory (*Production Manager*)

08/2020 - 05/2022

- Supervised 5 production teams for Golden Hornet's Annual Young Composers Concert, managing tasks like student selection, program creation, venue planning, social media, recording specs, and outreach.
- Served as student representative on the Golden Hornet board, attending meetings to provide input on the youth composition division's direction.

Scoring & Sound Design Experience

- Scored numerous films, ads, animation, and video games, including several features and projects with Steve Madden, North Six, and Peak Lapel.
- Sound design work in Pro Tools implementing foley, editing dialogue, and mixing/mastering.
- Score Produced for JMH Workshops, several Budapest Orchestra sessions, and served as assistant score producer for Malcolm Todd (>250 Million Streams).

Education

Bachelor of Music at New York University - Music Theory and Composition: Screen Scoring