

Peiyao (Sabrina) Chen

She/Her/Hers | sabrina.chen@sfcu.edu | (970) 694-8179

Summary

Creative and detail-oriented Film & Game Music Composer and Recording Engineer with expertise in film and game scoring, music production, ensemble recording, recording session production & management, and audio post-production. Proficient in multi-microphone recording, mixing, Pro Tools, and Logic Pro, with 17+ years of classical piano training and extensive experience in composition, orchestration, recording and music for visual media. Passionate about storytelling through music and sound, and excited to collaborate with filmmakers and creative professionals through composition, recording, and audio production while supporting artist-centered creative projects.

Education

University of Colorado Boulder

Bachelors of Art in Music, Music Technology & Media

August 2021 – May 2025

San Francisco Conservatory of Music

Master of Music Technology and Applied Composition

August 2025– May 2027

Work Experience

Freelance Film & Animation Music Composer

May 2025 – Current

Remote / International

- Composed original scores for short films and animated works in collaboration with independent directors, student filmmakers, and animation artists across the U.K., Canada, and Australia.
- Managed the full music production pipeline independently, including composition, orchestration, MIDI programming, mixing, and mastering from initial creative concept through final delivery.
- Collaborated closely with directors, filmmakers, and animation artists throughout the scoring process, facilitating clear creative communication, incorporating iterative feedback, and delivering music aligned with each project's artistic vision.

San Francisco Conservatory of Music

Recording Engineer

May 2025 – Current

San Francisco, California

- Engineered over 65 studio recording sessions and live performance recordings for orchestras, chamber ensembles, choirs, opera productions, and student recitals, leading microphone selection and placement, gain staging, signal routing, and session setup while optimizing ensemble balance and acoustic capture to deliver professional quality recordings.
- Collaborated with faculty, students, guest artists, and external clients to engineer professional recording sessions and live performance productions under the mentorship of a GRAMMY Award-winning recording engineer, including performances by the GRAMMY Award-winning vocal ensemble Chanticleer.
- Operated Pro Tools and OBS Studio to record, livestream, and monitor live performances, ensuring reliable real-time audio and video delivery for concerts, recitals, and institutional events.

University of Colorado-Boulder Technology Crew

Recording Engineer, Sound/Audio Engineer

August 2023 – May 2025

Boulder, Colorado

- Optimized stage setups for 25+ live performances by implementing pre-configured mic placements, reducing setup time by 20% and enhancing sound consistency.
- Engineered and recorded audio for Symphonic Band, Wind Symphony, Campus Orchestra, Chamber Music Showcase, Ensemble Performances and Students' Recital, utilizing advanced recording techniques for clarity.
- Edited and mixed 20+ audio productions using Pro Tools, applying EQ, compression, and reverb balancing to achieve broadcast-quality sound for digital distribution.
- Captured live performances at Macky Auditorium in Colorado, utilizing multi-track recording setups to preserve orchestral depth and concert acoustics.

Involvement Experience

Sony Game Scoring Simulation Project — Selected Composer

San Francisco Conservatory of Music

Developed and produced an original *Danger Theme* for a simulated Sony game scoring project based on a professional creative brief. Selected from multiple submissions within the same scoring category for its creative interpretation and musical execution.

Yuhe Technology Group

Zhengzhou, China

May 2024

Delivered a guest lecture on collegiate music studies to an audience of 50+, sharing insights on music theory, production, and film scoring and engaging in Q&A to clarify students' career pathways.

Skills

- **Composition & Music Production:**
Film & Game Music Scoring, Composition, Orchestration, Arrangement, MIDI Programming, Music for Visual Media
- **Recording & Audio Production:**
Multi-Microphone Recording, Recording Session Management, Live Performance Recording, Audio Editing, Mixing, Mastering, Stereo & Surround Sound Production
- **Digital Audio Workstations:**
Pro Tools, Logic Pro, Sibelius, OBS Studio
- **Creative Collaboration:**
Director Collaboration, Creative Brief Interpretation, Client Communication, Feedback Integration
- **Performance:**
17+ Years of Classical Piano Performance (Classical, Romantic & Contemporary Repertoire), Live Accompaniment, Band Vocals, Guitar
- **Languages:**
English and Mandarin Chinese