



HARRY TAYLOR MUSIC

GAME COMPOSER | FILM SCORER | SOUND DESIGNER

WWW.HARRYTAYLORMUSIC.UK

[HEADSHOT PHOTO]

> ABOUT & PROFESSIONAL BIO

Harry Taylor is a UK-based Game Composer, Sound Designer, Producer, and Multi-Instrumentalist holding a music degree from BIMM London. His sound is rooted in a lifelong passion for iconic retro video game soundtracks—from *Super Mario* and *Sonic* to *Banjo-Kazooie* and *Donkey Kong 64*.

A versatile creator across games, film, and media, Harry has composed soundtracks and delivered bespoke audio for a wide array of projects. His screen composition credits include scoring the *Love Lies and Labyrinth* series and the film *I'm Not a Monster*. On audio post-production, Harry provided sound design for *Make a Wish*, which premiered at the prestigious Vue Leicester Square cinema in London.

In gaming and commercial media, Harry collaborates with indie studios such as Ice Dragon Games, VEXT Games, and Team Lonely Fox, alongside music production libraries like Bibliothèque Music. Combining technical proficiency in DAWs, Unity, and FMOD with an expansive style spanning epic cinematic scores, chiptune nostalgia, electronic, and pop, Harry crafts immersive audio experiences tailored precisely to every story.

> KEY CREDITS & HIGHLIGHTS

- **COMPOSER** — Love Lies and Labyrinth Series
- **COMPOSER** — I'm Not a Monster (Film)
- **SOUND DESIGN** — Make a Wish (Film — Premiered at Vue Leicester Square)
- **STUDIO COLLABS** — Ice Dragon Games, VEXT Games, Team Lonely Fox
- **LIBRARIES** — Bibliothèque Music

> SHORT BIO / PITCH NOTES

Harry Taylor is a Game Composer, Film Scorer, and Sound Designer based in the UK. A BIMM London music graduate and multi-instrumentalist, Harry fuses retro gaming influences with modern cinematic production. His scoring credits include the film *I'm Not a Monster* and the series *Love Lies and Labyrinth*, alongside sound design on *Make a Wish* (Vue Leicester Square). Known for working with indie developers like Ice Dragon Games and VEXT Games, Harry creates tailored audio across interactive media, film, and digital platforms.