

Josh Moshier
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Josh Moshier: composer biography

From writing scores for TV and film to producing music for AAA game titles such as *The Princess Bride* and *Clue*, Josh Moshier is passionate about creating emotionally resonant music that emphasizes authenticity in sound and feeling.

Born in Baton Rouge, LA and raised west of Chicago in Saint Charles, IL, Josh began studying classical piano at the age of five and spent much of his childhood at the piano and experimenting with an 8mm camcorder. In high school his attention turned to jazz performance, which led him to pursue the Chicago jazz scene and a music degree at the Northwestern University School of Music in Evanston, IL.

At Northwestern Josh built a comprehensive musical skill set, focusing on composition and orchestration along with a Jazz Studies minor and an adjunct major in Animate Arts, a cross-disciplinary program that fused narrative theory with digital media. Josh scored numerous short films for his peers in the Radio/TV/Film Department, cutting his teeth writing music for a musical (*People of None Effect*, dir. Andrew Walker), a horror-thriller (*The Sanguine Woods*, dir. Anthony Williams), an animated comedy (*Lights Out*, dir. Simon Stahl), an experimental narrative (*The Instrument Man*, dir. Micah Gardner) and a WWII-era period piece (*As Ever Stan*, dir. Alex Schwarm).

During his senior year Josh was invited by the pianist/composer Jim Trompeter to join the composing staff for *The Oprah Winfrey Show*. Josh's music was featured on the '09-10 and '10-11 seasons. Upon graduation, Josh invested himself deeply into the Chicago jazz scene, working with artists such as trumpeter Marquis Hill and the indie-band Briar Rabbit, in addition to leading his quintet, The Moshier-Lebrun Collective with saxophonist Mike Lebrun. OA2 Records released their debut recording *Joy Not Jaded* in 2009. That year Josh was awarded a New Jazz Works Grant from Chamber Music America, commissioning a 25-minute extended work inspired by the writing of Studs Terkel. The new work "Touch and Go" premiered on January 24, 2011 at the Chicago Cultural Center and was acclaimed by the Chicago Tribune as "a work of considerable lyric grace and compositional forethought."

Currently, Josh works by day as a composer/sound designer for WMS Gaming in Chicago, where he composes broadcast-quality music for high-end video slot machines. At WMS Josh received training from core members of the Chicago commercial music scene, and he has become highly skilled as an engineer and producer. By night, Josh teaches at Wheaton College where he directs the Jazz Ensemble and oversees the college's jazz offerings. In his many artistic pursuits, Josh is fervent in his commitment to collaborative creativity and the value of strengthening and supporting the story.

Josh was a participant in the 2011 NYU/ASCAP Film Scoring Workshop and is a winner of the 2010 ASCAP Young Jazz Composer Award.