

MARTIN STIG ANDERSON



SELECTED CREDITS

WOLFENSTEIN: YOUNGBLOOD (MachineGames) (2019)

CONTROL (Remedy Entertainment) (2019)

SHADOW OF THE TOMB RAIDER (Eidos-Montréal) (2018)

WOLFENSTEIN II: THE NEW COLOSSUS (MachineGames) (2017)

INSIDE (Playdead) (2016)

BIOGRAPHY

Martin Stig Andersen is a Danish composer best known for his award-winning work within video games. In 2009 he created the audio for Playdead's video game 'Limbo' which won Outstanding Achievement in Sound Design at the Interactive Achievement Awards, the IndieCade Sound Award 2010, and was nominated for Use of Audio at the BAFTA Video Games Awards 2011. Following the release of 'Limbo', Andersen created and directed the audio for Playdead's 'Inside' which won Best Audio at the Game Developers Choice Awards and has received music and sound design nominations at The Game Awards, The Interactive Achievement Awards and the BAFTA Video Games awards amongst others. In 2017 he composed the score for MachineGames' Wolfenstein II: The New Colossus alongside Mick Gordon which received nominations at The Interactive Achievement Awards, New York Game Awards amongst others.

With a background in the fields of acousmatic music, sound installations, electroacoustic performance, and video art, Martin is known for exploring dynamic relationship between sound and image as a means to revealing new stories and emotional experiences. His work is often characterized by blurring the dividing line between music and sound design and while he covers the whole spectrum he is also collaborating with other composers and sound designers in creating unified sound worlds.

Being a sought-after speaker, he frequently lectures at conferences such as GDC, Develop, and the School of Sound in London. Andersen graduated as a composer from The Royal Academy of Music in Aarhus, Denmark in 2003, and went on to study electroacoustic composition under Professor Denis Smalley at City University, London.

Martin currently resides in Denmark and recently completed scoring Eidos-Montréal's 'Shadow of the Tomb Raider' as Underwater Ambient Music Designer and 'Control' for Remedy Entertainment for which he received a BAFTA nomination, and 'Wolfenstein: Youngblood' for MachineGames.

VIDEO GAMES CREDITS

Wolfenstein: Youngblood (2019)

Composer
MachineGames

Control (2019)

Composer
Remedy Entertainment

Shadow of the Tomb Raider (2018)

Ambient Music Designer - Underwater
Eidos-Montréal

Wolfenstein II: The New Colossus (2017)

Composer
MachineGames

Inside (2016)

Audio direction, music and sound design
Playdead

Limbo (2010)

Audio direction, music and sound design
Playdead

FILM CREDITS**Godless (2016)**

Special sound effects
Written and directed by Ralitza Petrova

SHORT FILM CREDITS**Sekunder (2009)**

Additional music and mix
Directed by Anders Fløe

Rocketman (2007)

Music and sound design
35mm short film by Jacob Ballinger

COMMISSIONS

Das Heuolk (2017), collaboration with
SIGNA, Commissioned by Schillertage
Festival, Mannheim, Germany

Rabbit at the Airport IV, the Finish Line
Online-film by Jacob Ballinger

Rabbit at the Airport III Released on
Usagi Records

Rabbit at the Airport II Released on
Usagi Records

Rabbit at the Airport I Released by
Usagi Records

**Ring road A141 Collaboration with
Jacob Ballinger**, Premiered at the
International Computer Music Conference
(ICMC) 2009

Seven Tales of Misery Electroacoustic
performance-installation, collaboration with
Signa Sorensen commissioned by PLEX
Music Theatre

Ring road, Night in the Park 4 channel
sound installation Commissioned by SPOR
festival

Sleepdriver Commissioned by the
Foundation Bruynèl Premiered at the
International Gaudeamus Music Week 2004

Essential Tree Work For bass clarinet
and tape Commissioned by The Danish
Composers' Biennial and ensemble
Contemporanea

