

Level Up: Scoring for Games

Janal Bechthold



Janal Bechthold is a Canadian Screen Music Award-winning composer for film, TV, games, and interactive media, known for weaving playful and dark moods with intelligence and emotional maturity. She received the inaugural Canadian Screen Music Award (CASMA): Best Original Score for Interactive Media and a Hollywood Music in Media Award nomination for *No Reason to Apologize: The Resilient Legacy of Viola Desmond* (TEACH Media). She also received CASMA nominations for *The Choice VR* (Infinite Frame Media), *Loki's Castle* (Sticky Brain Studios), *Where the Poppies Blow: The Life and Lessons of John McCrae* (TEACH Media), *Through the Nebula*, and three Canadian Screen Awards nominations for her work in film and television. Other notable work includes the upcoming video game *First Moon of Mercury* (Stitch Media), animated series *Millie Magnificent* (Nelvana), co-composing Daytime Emmy Award-winning *Ghostwriter* (Apple TV+) *Jungle Ghost 1 & 2*, the interactive immersive room sci-fi experience *To the Stars* (Maziart Inc) and interactive graphic novels, *Dystopia 2153* and *80 Degrees North*. Former Vice President of the Screen Composers Guild of Canada, Janal served on the Board of Directors of the SOCAN Foundation, and spearheaded the research report "Gender in the Canadian Screen Composing Industry".

FX Dupas



FX Dupas is an award-winning composer, audio director and specialist in interactive music working at the intersection of music, technology, and video games. A classically trained composer, pianist, and orchestrator with roots in jazz and popular music, FX Dupas co-founded Montreal audio studio Vibe Avenue in 2013 (now SIDE Montreal), where he serves as Creative Director and Lead Composer. Over his career, FX Dupas has composed music for more than 30 games, contributing to major franchises including *League of Legends*, *Dungeons & Dragons*, *Star Trek*, and *SquidGame*, as well as indie hits such as *Ultimate Chicken Horse* and *Tribes of Midgard*. His scores span orchestral and acoustic traditions, electronic music, rock, metal, and experimental approaches, with a focus on creating a distinctive musical identity and strong emotional voice for each project. FX Dupas holds a doctorate focused on dynamic music composition for games and interactive media and has taught composition, orchestration, and game audio at the university level. Combining musical craft with technical expertise, his work explores how music can move beyond linear storytelling to become an active, responsive part of the player experience.

Daniela Pinto



Daniela Pinto is a Toronto-based film, television, and video game composer. Her work spans a diverse range of genres and styles: from sweeping orchestral epics, to brooding synthesizer soundscapes, and everything in between. She composed the original score for the TV series *POTLUCK LADIES*, which was nominated for Best Drama Series at the 2025 Canadian Screen Awards. She has been nominated twice for Canadian Screen Music Awards—first in 2023 for *DIASPORA* (dir. Tyler McKenzie Evans) a short horror film that had its world premiere at TIFF, and secondly in 2026 for the steampunk dark fantasy video game *HUNTER'S MOON: A SOVEREIGN SYNDICATE ADVENTURE*. Daniela is also an accomplished sound editor and re-recording mixer. She has worked on the sound teams of feature films like *CRIMES OF THE FUTURE* (dir. David Cronenberg) and TV series like *MOONHAVEN* (AMC+) and *SAINT-PIERRE* (CBC), as well as several indie videogames. Daniela is a member of the Directors Guild of Canada's sound editing caucus, and an alumnus of the Academy of Canadian Film and Television's WOMEN IN POST talent development program.

Brigitte DajczerM



Brigitte Dajczer is a highly versatile composer, producer & violinist who creates music for film, games, tv & streaming media. Firmly rooted in years of experience touring, performing & scoring as the performing artist Briga; her work spans across many genres: from orchestral works, to hybrid scores, to electronic music, songwriting, and global folk music. She is the recipient of numerous awards & nominations; from the Canadian Juno Awards, to the A.D.I.S.Q Awards, the European Game Awards, and the Canadian Folk Music Awards.

She recently scored the feature adventure/action film ROMIN (Directors: Anthony Dionne et Jassen Charron), MOM (Director: Adam O'Brien) a psychological thriller starring Emily Hampshire (Schitts Creek, 12 Monkeys, The Rig), FRACTER (4L Games' mobile puzzle game) and additional music on the anime Netflix feature The Witcher: Nightmare of the Wolf.

Brigitte has also been involved in creating music for AAA Games, be it as a musician, composer, recording engineer, string arranger or orchestrator. Credits include: CAPCOM's REVII and RE8, The Shadow of the Tomb Raider, UBISOFT'S Rainbow 6 Extraction, League of Legends' Quiyana Championship Theme, and Warner Brothers Montreal's Gotham Nights .

Louis-Philippe Caron



Louis-Philippe spent 15 years at Ubisoft in the music department, where he led an international licensing team across Montreal, Paris, and Shanghai. He is credited on more than 60 games and countless trailers from franchises including Assassin's Creed, Far Cry, Just Dance, Rocksmith and Watch Dogs. His work ranged from individual sync clearances for trailers to licensing hundreds of songs for open-world in-game radios. He negotiated full catalog ingestion deals with major labels and publishers, and contributed to building the internal systems needed to manage that volume. He also oversaw the team handling administration and distribution of Ubisoft's original music catalog, developing a working knowledge of music publishing infrastructure from the studio side. In 2025, he received a Canadian Sync Award for Best Sync: Interactive, shared with music supervisor B  n  dicte Ouimet, for an Assassin's Creed Shadows trailer. In 2026, LP launched an independent consulting practice at the intersection of music and gaming. He works with AA and indie game studios on licensing strategy, original music rights and publishing infrastructure, focusing on the parts of the music rights chain that studios rarely have the bandwidth or expertise to manage internally.

Mason Victoria



Mason Victoria is a Toronto-based sound designer and composer for games and film. As an accomplished music technologist, Mason blends his unique jazz vocabulary with his newfound appreciation for audio design and sound manipulation. Mason currently serves as a Technical Audio Designer at Warner Brothers Game Audio, where he has worked on notable games such as Fortnite and Lego Fortnite. Mason also teaches Game Audio Implementation, Sound Design, and Music Production as a Sessional Lecturer at the University of Toronto.

Outside of Mason's game audio work, he has been described as "...an emerging writer with a solid grasp of the craft of composition and a story to tell..." (Scott Reeves, Director of Scott Reeves Jazz Orchestra). Through his studies in trumpet performance at Humber College, Mason found his passion in composition which led to the creation of the SonuskaPos Jazz Orchestra (SSJO), a 21-piece contemporary jazz orchestra featuring Mason's original works. Mason's music went on to be performed in Toronto, New York, Los Angeles, Calgary and Japan. As a performer, Mason has shared the stage with acclaimed artists such as singer-songwriter AJ Rafael, GRAMMY award-winning artists Larnell Lewis and Justin Gray, and JUNO award-winning rapper bbno\$.

Mason also served as the Head of Education and Outreach and Composer at Spectrum Music. Through Spectrum, he has produced concerts such as "Sound Escapes" and "Coding Chaos", which involved the use of an Artificial Intelligence performing alongside an electric jazz trio including JUNO-award winning artist Larnell Lewis, Bruce Cassidy and Chris Pruden. Mason has received various accolades, including the 2021 University of Toronto Graduating Award, the 2018 MARTY award for Emerging Solo Instrumental Artist, the 2018 Ron Lenyk Inspiring Youth Arts Award, the 2017 Duke Ellington Composer Award, and the 2016 Dave Stillwell Arranging Award