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Press Biography

Stephen Barton's extensive credits in film, television and video games include *Star Trek: Picard*, writing the music for all sixteen seasons of *Apex Legends*; and penning the scores for both *Star Wars: Jedi* games, *Multiversus*, *Call of Duty: Modern Warfare*, *12 Monkeys*, and *Unlocked*, amongst over four dozen other projects.

The live service games he has scored (*Apex*, *Multiversus*) have over 300 million regular players worldwide.

Born in 1982, at the age of eight he won a prestigious scholarship to sing in Winchester Cathedral Choir, touring the world and performing with numerous orchestras and soloists at venues such as Sydney Opera House, Carnegie Hall and the Royal Albert Hall; and appearing on more than a dozen albums.

He began his composing career at 19, as an assistant to Harry Gregson-Williams (*Shrek*, *The Chronicles of Narnia*, *Kingdom of Heaven*), moving to Los Angeles from his native UK, in 2001.

His other interests include ongoing research into spatial and immersive music for virtual, augmented and extended reality, encompassing all forms of surround music beyond 5.1, including Dolby Atmos, Auro-3D and beyond. He is a member of Abbey Road's Spatial Audio research group, the GRAMMY immersive audio committee, and has consulted with numerous major companies regarding immersive and binaural audio techniques for music.

He is also active as a conductor and pianist; his concert schedule has included work with Sir Anthony Hopkins as well as performances with the City of Birmingham Symphony Orchestra, Hollywood Bowl Orchestra, Dallas Symphony Orchestra, Colorado Symphony Orchestra and many others.