

Wesley Thompson is a composer and pianist from the coastal town of Fairhope, Alabama. Born into a home filled with music, he grew up listening to pianist George Winston. After beginning piano lessons, he quickly took to arranging and improvising over his favorite songs from video game soundtracks. This early experimentation initiated a love for improvisation that continues to color his musical style to the present day.

In addition to George Winston and the aforementioned video game soundtracks, Thompson's work as both composer and pianist pays homage to classical composers such as Chopin and Bach, progressive metal bands like Animals as Leaders and Dream Theater, and jazz artists like Bill Evans. These seemingly unrelated influences point toward one of his chief musical goals: the blurring of boundaries between the categorical tools called "genres." Above all else, Wesley Thompson seeks to connect with his audience by producing music that is gripping, emotional, and listenable.

Thompson's compositions have been featured at events such as the Charlotte New Music Festival and have been performed by artists as diverse as the Beo String Quartet, Transient Canvas, and Lindsay Garritson. His 2021 piece *Crystal Cavern* was written for and premiered by Duo Sequenza in collaboration with the Lowe Art Museum at the University of Miami. This project was made possible by a CREATE grant from the Mellon Foundation. Thompson is currently pursuing his M.M. in composition at the Manhattan School of Music, where he studies with Dr. Reiko Fütting.

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