Anthony Sorise

Fullerton, CA
248-701-4032
Contact@AnthonySorise.com

www.AnthonySorise.com
www.linkedin.com/in/Anthony-Sorise
www.github.com/AnthonySorise
www.imdb.com/name/nm3563268

Technical Experience

Strong: Javascript, jQuery, C#, Unity, HTML5, CSS3, Bootstrap, Materialize, UX/UI, Regex, AJAX, API, Git, Chrome DevTools, PhpStorm, Visual Studio, Postman, Pro Tools, Sound Forge, WaveLab, Waves Mercury Bundle, Photoshop, Meistertask

Experienced: Wwise, React, Redux, Axios, Firebase, PHP, MySQL, OpenEdge ABL, Final Cut Pro, Agile

Employment

SimInsights – Lake Forest, CA   **2018**
Unity Engineer / Audio Implementer / Sound Designer
- Assist in developing educational and training simulations, including **VR** simulations
- Implement sound effects and dialogue using **Unity** and **C#**
- Record and design required audio assets with **Pro Tools**

Self Employed Audio Engineer in the Video Game Industry   **2008 - 2017**
- Worked directly with video game developers and publishers including *2K Games* and recording studios including *Soundelux*
- Credited on several dozen video games including *XCOM 2, Call of Duty: Black Ops II, and God of War III*
- Edited and mastered video game dialog with **Pro Tools**
- Quality control checked large batches of audio files to match editing, mastering, naming, and specs
- Created and provided technical notes that communicate to editors the desire and intent of session directors and clients

Applications

TheCubeTube.com   Live | Github
- A website that allows users to anonymously follow and organize YouTube channels into separate categories
- Acted as product owner and lead developer throughout the software development life-cycle
- Many duties were related to using YouTube's **API**, creating nested **AJAX** calls to retrieve and insert data to the back end, and using **jQuery** to dynamically display information to build an effective **user interface** with **Bootstrap**
- Utilizes an extensive back end that was built with **PHP** and **MySQL**
- Tracked project progress using **Meistertask** and implemented an **Agile** methodology with weekly sprints and stand-ups

Fallout Scavenger   Live | Github
- A *Fallout* themed match game with additional game mechanics including items, health points, and damage resistance
- Created a message log system with **jQuery** and an animated **user interface** with **CSS** to communicate important information to the user and enhance the **user experience**
- Constructed card images from multiple layers in **Photoshop**

Tic Tac Duck Hunt   Live | Github
- A *Duck Hunt* themed *Tic-Tac-Toe* "shooting gallery" hybrid created as part of a 48 hour hackathon
- Contributions to the project include developing the "shooting gallery" part of the game using **jQuery**, optimizing audio implementation with **Javascript,** and editing art assets using **Photoshop**
- **Object-Oriented Programming** was utilized to separate the "shooting gallery" logic of the game from the *Tic-Tac-Toe* logic
- Keyframe animation was used in **CSS** to animate sprites
- **Mobile responsiveness** was implemented with **Bootstrap**

Education

Michigan State University – East Lansing, MI
Bachelor of Telecommunication Digital Media Arts and Technology
- Emphasis in media production, specializing in audio production with additional education in telecommunication policy and information systems

LearningFuze – Irvine, CA
Full Immersion Accelerated Web Development Program
- Over 800 hours of hands on training using a variety of technologies and programming languages to create over a half dozen applications

Recording Workshop – Chillicothe, OH
Recording Engineering and Music Production Program
- Hands on training recording musicians in a variety of digital and analog recording studios