Anthony Sorise

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Technical Experience

Strong: Javascript, JQuery, ReactJS, ReduxJS, C#, regex, HTML 5, CSS3, Git, Github, Ajax, Axios, Bootstrap, Materialize, Chrome Dev Tools, PhpStorm, Visual Studio, Postman, Pro Tools, Cakewalk Sonar, Sound Forge, Waves Mercury Bundle, Photoshop, Meistertask, Microsoft Office Suite

Experienced: PHP, MySQL, Unity 3D, Wwise, Final Cut Pro

Applications

TheCubeTube.com
- A website created in a team of six developers that allows users to follow and organize YouTube channels into categories, and provides more options for watching them - including the ability to make an on-the-fly playlist.
- Created the original idea, and served as project lead. Many duties were related to creating nested AJAX calls to retrieve and insert data to the back-end, dynamically loading information on the page using jQuery, and tracking project progress using Meistertask

Fallout Scavenger
- A Fallout themed match game with additional mechanics including items, health points, and damage resistance
- Utilized HTML5 to create the skeleton, CSS and Bootstrap to apply styling, and Javascript and JQuery to create the game logic

Tic Tac Duck Hunt
- A Duck Hunt themed Tic Tac Toe "shooting gallery" hybrid created in a team of three developers
- Main duties focused on the "shooting gallery" part of the game, using Javascript and JQuery to dynamically display elements for the user to shoot

Pokemon Speed Battle
- A Pokemon themed, time-based two-player game created in a team of four developers that utilizes a Pokemon card API, YouTube's API, and web scraping of a Pokemon wiki to provide a unique experience every time it is played
- Created using a Model-View-Controller architecture
- Main contribution was using Javascript to develop the game logic and handle user input

Employment

2K Games – Novato, CA   **2015 - 2017**
Freelance dialogue Editor
- Worked directly with large video game publisher as a contractor to edit and master video game dialogue in Pro Tools
- Consistently maintained spot on short list through ability to meet deadlines and deliver high quality services
- Worked on high profile games such as Civilization VI, Mafia III, and XCom 2

Formosa Interactive (formally Soundelux DMG and POP Sound) – Santa Monica, CA   **2009 - 2015**

dialogue Editor / Quality Control / Audio Production Assistant

- Edited and mastered recorded video game dialogue in Pro Tools for studio that provides recording services to video game developers
- Started as a production assistant, and worked way up to quality control and finally dialogue editor
- 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
- Worked on high profile games such as God of War: Ascension, Metal Gear Rising: Revengeance, Final Fantasy XIV: A Real Reborn, Spec Ops: The Line, Twisted Metal, The Darkness II, Ace Combat: Assault Horizon, God of War: Ghost of Sparta, and James Bond 007: Bloodstone, SOCOM 4: U.S. Navy SEALs, Vanquish, Metal Gear Solid: Peace Walker, and God of War III

PCB Productions – Encino, CA   **2011**

Freelance - dialogue Editor / Audio Engineer

- Edited recorded video game dialogue in Sound Forge
- Assisted in recording dialogue and foley during live motion capture sessions
- Worked on high profile games such as Call of Duty: Black Ops, Saints Row: The Third, and Asura's Wrath

Technicolor Interactive – Burbank, CA   **2008 - 2009**

Audio Production Assistant / dialogue Editor

- Edited recorded video game dialogue in Pro Tools
- Prepared, formatted, and organized scripts for video game dialogue recording sessions
- Created and provided technical notes that communicate to editors the desire and intent of session directors and clients
- Worked on high profile games such as Kane & Lynch 2: Dog Days, Vandal Hearts: Flames of Judgments, Silent Hill: Shattered Memories, and Guitar Hero 5

Education

LearningFuze – Irvine, CA   **2017**

Full Immersion Accelerated Web Development Program

- Over 400 hours of hands on training using a variety of programming languages to build over a half dozen applications, two of which were built in a hackathon environment

Michigan State University – East Lansing, MI   **2004 - 2008**

Bachelor of Telecommunication Digital Media Arts and Technology

- Emphasis in media production, specializing in audio production. Additional education in telecommunication policy and information systems
- Worked for the school of music to record musicians in a variety of scenarios; across different genres, venues, instruments, and ensemble sizes

Recording Workshop – Chillicothe, OH   **2003**

Recording Engineering and Music Production Program

- Lectures and hands on training recording musicians in a variety of digital and analog recording studios