

# 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

## Employment

**2K Games – Novato, CA**  
*Freelance dialogue Editor*

**2015 - 2017**

- 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 (formerly Soundelux DMG and POP Sound) – Santa Monica, CA**  
*dialogue Editor / Quality Control / Audio Production Assistant*

**2009 - 2015**

- 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