

Anthony Sorise

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Technical Experience

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

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

Applications

TheCubeTube.com [Live](#) | [Github](#)

- A website that allows users to follow YouTube channels, and organize them into categories. It also provides more options for watching them - including the ability to queue an on-the-fly playlist.
- Acted as product owner and lead developer throughout the software development life-cycle. Many duties were related to 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**.
- An extensive back end was built with **PHP** and **MySQL** which is populated with video and channel data using YouTube's **API**.
- **PHP** sessions are used to allow for users to create accounts anonymously, and access them with a unique web address.
- 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.
- Used **HTML5** to create the skeleton, **CSS** and **Bootstrap** to apply styling, and **Javascript** and **jQuery** to create the game logic.
- Created a message log system with **Javascript** and **jQuery** that communicates important information to the user to enhance the **user experience**.
- **jQuery** and **CSS** were used to create an animated **user interface** to capture the attention of the user when the values for health and damage resistance change.
- 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.
- I developed the "shooting gallery" part of the game, using **Javascript** and **jQuery** to dynamically display elements for the user to shoot. I also optimized audio implementation with **Javascript**, and edited art assets using **Photoshop**.
- **Bootstrap** was used to make the application **mobile responsive**.
- **Object-Oriented Programming** was utilized to separate the "shooting gallery" layer of the game from the *Tic-Tac-Toe* layer of the game while allowing them to efficiently interact with each other.
- Keyframe animation in **CSS** is used to animate sprites.

Pokemon Speed Battle [Live](#) | [Github](#)

- A *Pokemon* themed, two-player speed sequence game created as part of a 48 hour hackathon.
- I used **Javascript** to develop the game logic and handle user input.
- A *Pokemon* card **API**, YouTube's **API**, and **web scraping** of a *Pokemon* wiki are utilized to provide a unique experience every time it is played.
- Created using a **Model-View-Controller** architecture.
- Option to use onscreen inputs in lieu of keyboard inputs for **compatibility with tablets**.

Employment

2K Games – Novato, CA

2015 - 2017

Dialogue Editor

- Worked directly with a large video game publisher as a contractor to edit and master video game dialogue in Pro Tools
- Maintained spot on short list through ability to consistently 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 a 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
- Games worked on include several entries from the *God of War* and *Metal Gear* franchises

PCB Productions – Encino, CA

2011

Dialogue Editor / Audio Engineer

- Edited recorded video game dialogue in Sound Forge
- Assisted in recording dialogue and foley during live motion capture sessions
- Games worked on include *Call of Duty: Black Ops II* and *Saints Row: The Third*

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
- Games worked on include *Vandal Hearts: Flames of Judgment* and *Guitar Hero 5*

Education

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

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

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