

# John Frazia

Game Designer and Audio Engineer

## PROFILE

### Address

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White Plains 10605

### Phone Number

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### Website

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### Email Address

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### Date Of Birth

01 September 2000

### LinkedIn

John Frazia

## LEADERSHIP AND ACTIVITIES

### WPI Video Game Club

Treasurer 2020-2022

### WPI Fighting Game Sub-

Club President

## EDUCATION

### Worcester Polytechnic Institute

**Bachelor's Degree** Interactive Media and  
Game Design

(August 2018 -  
Present)

A bachelor of arts focused in game design. Have taken multiple classes in audio engineering

## SKILLS

Java

C++

Reaper

Wwise

FL Studio

Unreal Engine 4

Unity

Gamemaker Studio2

Godot

## PROJECTS

### IMGD 4000 - Technical Game Design II

<https://jfrazia.github.io/Team-Decahedron/>

A class in where I worked with a group of four artists and three programmers to create a game using Unreal Engine 4. I was a programmer, the leader of the group, and the main gameplay designer.

### IMGD 3900 - Digital Game Design II

<https://jfrazia.github.io/IMGD-3900/>

I used Perlenspiel, an engine that ran in Java. I worked with two others and worked as a main designer and a programmer.

### IMGD 3000 - Technical Game Design I

<https://tinyurl.com/99tacwz8>

In this class, I worked with Dragonfly, an engine that used C++. The link leads to a design document that my teammate and I worked on.

### IMGD 3050 - Game Audio II

I created a sound effects library of sounds that my teammate and I had recorded and edited throughout the term. I used Reaper to edit those sounds. I implemented sound effects into Unreal Engine 4 using Blueprints.

### IMGD 4030 - Game Audio III

An independent study that I was in that focused on Wwise work and an Unity level. I worked with all levels of production for recording and producing new sound effects for it and then implementing them in Unity.