

John Frazia

Game Designer and Audio Engineer

PROFILE

Website
<https://jfrazia.github.io/>

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John Frazia

LEADERSHIP AND ACTIVITIES

WPI Video Game Club
Treasurer 2020-2021

WPI Fighting Game Sub-
Club President

Video Creation and
Editing

PROJECTS

Tsubo-Niwa: A Garden Dream

I was an Audio Engineer in a VR Audio Experience that will be eventually published in a exhibit in Kyoto.

Gravity Xscape

A seven week Unity game with a team of three people. I handled audio production and implementation for said project, also creating the volume sliders.

SKILLS

Java

Reaper

FL Studio

Unity

Godot

C++

Wwise

Unreal Engine 4

Gamemaker Studio2

MuseScore3

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