

# Jacob Rosenberg

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Demo Link: <http://jmrosenberg9.wixsite.com/mysite/game-audio>

- **Objective**

- To gain additional experience and knowledge of sound design for video games through employment, internships, and/or job shadowing.

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## **Skills**

- Training in sound design and game audio
- Experience with Unreal Engine, Wwise, Pro Tools, and Logic Pro
- Background in concert percussion, drums, and have perfect pitch
- Proficient in Microsoft Office (Word, Excel, PowerPoint)
- Organized, detail oriented, and deadline driven

## **Relevant Experience**

**Bright Feats**, Altamonte Springs, FL

### **Computer Support Specialist Intern**

February 2019 - May 2019

- Update Information in Non - Advertisers Google Document
- Transfer missing provider details from Non-Advertisers Google document to Airtable Bright Feats Main Directory.
- Research and add some social media links for businesses in Airtable
- Assist with switching categories for businesses as requested.
- Report problems and areas of concern if encountered with Airtable and data organizations tools.
- Watch tutorials and research to learn best practices for Airtable. Share helpful content with supervisor.

**Full Sail University**, Winter Park, FL

### **Game Audio Intern**

May 2018 – August 2018

- Design and edit SFX in Pro Tools for Full Sail Game Design and Development student projects
- Recreate and modify SFX based on feedback and communicate via Discord to ask questions

## **Education**

**Full Sail University**, Winter Park, FL

### **Bachelor of Science in Recording Arts**

March 2018

- Classes included: Sound Design for Games, Audio Post Production, Advanced Audio Workstations, Advanced Session Recording, Critical Listening, Mixing Techniques, Principles of Electronics, Recording Principles, Sequencing Technology, and Vocal Production
- Received Course Director Award for *Session Recording* class

## **Academic Experience**

### **Sound Design for Games**

- Used the SFX Library, Pro Tools, Wwise, and Unreal Engine to design sounds and implement audio assets into a game level engine

### **Audio Post Production**

- Used the SFX Library and Pro Tools to design sounds for film and television and learned about the history of audio post production

### **Project & Portfolio 5: Recording Arts**

- Utilized advanced skills for creating sounds for games using SFX Library, Pro Tools, Wwise, and Unreal Engine

### **Critical Listening**

- Gained skills from an engineering perspective, learning about connections between sound waves, signals, acoustic environment, and sound perspectives

## **Other Work Experience**

**Barbara E. Charal & Associates, Inc.**, Northbrook, IL

### **Office Administrative Clerk**

Summers 2012 – 2014

- Performed various administrative tasks such as scanning, filing, and shredding documents, organizing files, answering phones, basic word processing, and working with Excel spreadsheets

**Schafer Condon Carter**, Chicago, IL

August 1st, 2019 - August 8th, 2019

### **Advertising Agency / Accounting Department**

- Filing, Putting checks in envelopes for mailing, Job tickets for printing job costs & unbilled job costs, Checking emails, & accounts payable for adding invoices

**Northwestern University**, Evanston, IL

October 14th, 2019 - Present

### **Coding Bootcamp**

- Learning how to code in computers like w/o html, Javascript, css, & node.js.