

John Frazia

Game Designer and Audio Engineer

PROFILE

Website

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

Email Address

jfrazia@wpi.edu

LinkedIn

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 the Sound Designer 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.

IMGD 1002 - Storytelling in Interactive Media and Games

I was the head producer of a 25 man team working on an Alternate Reality Game, or ARG. I led a team of 25, working with the respective heads of each sub-team and made sure the team made our deadlines.

SKILLS

Reaper

Unity

Unreal Engine 4

Godot

FL Studio

Wwise

C++

MuseScore3

Java

Gamemaker Studio2

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 sound design.