John Frazia

Game and Sound Designer

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in John Frazia

SELECT PROJECT EXPERIENCE

Another Try
Designer and Writer   (August 2021 - May 2022)

- Led the design and writing of a 20 minute long visual novel which was self published on itch.io

Tsubo-Niwa: A Garden Dream
Sound Designer   (October 2021 - December 2021)

- Led sound design for a VR audio experience that will be published in a exhibit in Kyoto
- Worked with external client to implement sound clips and manage audio editing

Gravity Xscape
Sound Designer   (October 2021 - December 2021)

- Handled audio production and implementation for a 2D Platformer, working with a team of three

ARG (Alternate Reality Game)
Producer   (April 2019 - May 2019)

- Led a 25 person team to create an ARG (Alternate Reality Game) in two weeks

COURSEWORK

IMGD 4030 - Game Audio III   (March 2021 - May 2021)

- Worked on audio recording, editing, and implementation into a 3D Unity level, improving my skills in Wwise

IMGD 3050 - Game Audio II   (October 2020 - December 2020)

- Created a sound effects library, utilizing the DAW Reaper to edit the custom sounds that we recorded

EDUCATION

Worcester Polytechnic Institute   (August 2018 - May 2022)
Bachelor's Degree Interactive Media and Game Design

LEADERSHIP

WPI Video Game Club Treasurer 2020-2021

WPI Fighting Game Sub-Club President

SKILLS

Reaper	**Wwise**
Unity	**C++**
Unreal Engine 4	**MuseScore3**
Godot	**Java**
FL Studio	**Gamemaker Studio2**