

# John Frazia

Game and Audio Designer

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

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in John Frazia

## EXPERIENCE

### 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

### Another Try

Designer and Writer

(August 2021 - May 2022)

- Led the design and writing of a 20 minute long visual novel

### 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

## EDUCATION

### Worcester Polytechnic Institute

Bachelor's Degree Interactive Media and Game Design

(August 2018 - May 2022)

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

## CLASS WORK

### IMGD 4030 - Game Audio III

(March 2021 - May 2021)

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

### IMGD 3050 - Game Audio II

(October 2020 - December 2020)

- Created a sound effects library with a partner
- Utilized the DAW Reaper to edit sounds we recorded

## LEADERSHIP

### WPI Video Game Club Treasurer 2020-2021

### WPI Fighting Game Sub-Club President

## SKILLS

Reaper

Unity

Unreal Engine 4

Godot

FL Studio

Wwise

C++

MuseScore3

Java

Gamemaker Studio2