John Frazia

Game and Audio Designer

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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
-Self published on itch.io

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