

John Frazia

Game Designer and Audio Engineer

PROFILE

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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.

IMGD 3050 - Game Audio II

I created a sound effects library of sounds that my teammate and I had recorded and edited throughout the term. Our DAW of choice was REAPER and later within the term we imported some of these sound effects into Unreal Engine 4

IMGD 4030 - Game Audio III

An independent study that I was in that focused on Wwise and an Unity audio implementation. I learned how to use Wwise in this class and using my skills in sound design, a partner and I recorded, edited, and implemented sounds into a Unity level.

SKILLS

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

EDUCATION

Worcester Polytechnic Institute (August 2018 - Present)
Bachelor's Degree Interactive Media and Game Design
A bachelor of arts focused in game design. Have taken multiple classes in sound design.