

John Vance

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EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY Projected May 2022
Dual Master's and Bachelor's of Science: Game Design and Development GPA 3.87
Minor: Music and Technology
Dean's List Recipient: Fall 2017 - Spring 2020

LEADERSHIP AND CLUB EXPERIENCE

Juggling Club President: 2018 - Current
Jazz and Concert Bands: Trumpet, 2017 - 2021

SKILLS

Audio Software: Ableton, FMOD, Reaper, CSound, Wwise, Pro Tools, Unity
Audio: Music Theory, Composing, Mastering, Mixing, Producing, Voice Acting Direction

EXPERIENCE

Project Changeling, Rochester, NY May-August 2021
Lead Sound Designer

- Lead a team of four other sound designers to create music and sound effects for three levels in the game Changeling.
- Interviewed and collaborated with voice actors ages 8-21 and directed recording sessions
- Created the background music track for the hub world level, the tutorial level, and created various sound effects for two additional areas as well as the aforementioned levels.

PROJECTS

Cold Piece, Academic Project 1 Week

- Created a game prototype on a team of seven individuals from Japan, Southeast Asia, and the US.
- Composed the main background music and sound effects within the project.

Interactive Game & Audio Final Project, Academic Project 1.5 Months

- Created custom sound effects and music to an existing Unity tutorial.
- Mixed and mastered using Reaper and automated within Unity using FMOD.
- Devised and implemented additional gameplay features outside of the given tutorial to provide a holistic experience

Automic Launcher, Jam for a Cause, Game Jam Project 2 Days

- Produced the main track while working with a team of four developers.
- Worked as the sound designer and composer for the main background theme
- Won the award "Most Accurate to the Theme".