



# Meg Mordecai

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## EDUCATION

### University of Utah

Bachelor of Science, Games

Minor in Music Technology

Salt Lake City, UT

Expected graduation: Dec. 2023

### Honors

- GPA 4.0, Honors College
- Dean's List all semesters

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## EXPERIENCE

### Riot Games Sound Design Intern

- Created and implemented spell sound effects for brand new thematics in both League of Legends and Teamfight Tactics
- Generated voiceover processing recipes to fit skin thematics
- Delivered and received feedback during biweekly team reviews
- Prioritized contributing to a positive team culture by regularly collaborating with others across disciplines

Remote

May - Aug, 2023

### GDC Conference Associate

- Helped prepare and assist speakers before, during, and after talks
- Fostered a positive attendee experience by answering questions at the information booth and managing crowds

San Francisco, CA

March 2023

### Student Game Project: *Arcane Learning Curve* // UE4

#### Sound Designer, Implementer

- Collaborated with an interdisciplinary team using Trello, Perforce, and agile project management techniques
- Delivered unique spell sounds, ambiences, and voiceover content

Salt Lake City, UT

Jan. 2022 - Jun. 2022

### Crimson Gaming's League of Legends Game President

- Provided detailed written notes on weekly leadership meetings
- Facilitated budget management through financial record keeping
- Organized League of Legends related events

Salt Lake City, UT

Aug. 2021 - Present

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## ACHIEVEMENTS

### Entertainment Arts and Engineering Student Advisory Committee Member

- Chosen as one of 3 undergraduate students in the EAE (Entertainment Arts and Engineering) program at the University of Utah to represent the program and assist as a student voice in hiring, retention, promotion, tenure, and networking

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## SKILLS

Reaper

Wwise

UE4, UE5

Perforce