



Meg Mordecai

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(626) 437-7922

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

Relevant Coursework

- Music Technology I & II - experience recording, mixing, and editing music and sound effects
- Sound for Film - experience cleaning dialogue, creating redesigns, recording, and mixing

EXPERIENCE

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 and environmental ambiances
- Recorded, edited, and implemented humorous voiceover content

Salt Lake City, UT

Jan. 2022 - Jun. 2022

Game Project: *Unity 3D Game Kit*

Sound Designer, Implementer

- Ensured audio clarity via Wwise implementation
- Produced, mixed, and edited original recordings

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

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

Girl Scout Gold Award

- Created an outdoor space in which children with special needs can retreat and recover from stress at Hillside's Home for Children in Pasadena, California

SKILLS

Reaper

Wwise

UE4, UE5

Perforce