



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

Aug. 2019 – 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
- Traditional Game Development – practice working within a collaborative game dev team, game engine experience

EXPERIENCE

Crimson Gaming's League of Legends Game President

- Managed note taking at weekly meetings, funding, and organization for League of Legends related events for the Crimson Gaming Club at the University of Utah

Salt Lake City, UT

Aug. 2021 – Present

Student Game Project: *Arcane Learning Curve*

- Wwise& UE4 implementation
- Sound design

Salt Lake City, UT

Jan. 2022 – Jun. 2022

Game Project: *Unity 3D Game Kit*

- Wwise implementation
- Recording, sound design

Salt Lake City, UT

Jan. 2022 – Jun. 2022

SKILLS

Sound Design

- Reaper
- Wwise
- UE4 and UE5

ACHIEVEMENTS

EAE Student Advisory Committee Member

- Chosen as one of 3 undergraduate students in the EAE 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