

# **Edwin D. Sookiassian**

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## **OBJECTIVE**

Hard-working and passionate game development graduate student looking for work in game and VR/AR/XR development.

## **EDUCATION**

<b>M.S. Computer Science:</b> Computer Science (Game Development)	September 2018 - May 2020
University of Southern California (USC), Los Angeles, CA	
<b>B.S. Computer Science:</b> Computer Game Science	September 2015 - June 2018
University of California (UCI), Irvine	

## **WORK EXPERIENCE**

<b>Enosis-VR:</b> Freelance Unity/UE4 Engineer	June 2019-Present
<b>World In A Cell:</b> Lead Student VR Developer	April 2019 - Present
<ul style="list-style-type: none"><li>❖ Worked with Alex McDowell to design and create a VR experience that represents the narrative of the creation of insulin in a pancreatic beta cell</li><li>❖ Leader of the team of student VR developers, responsible for delegating and tracking task progression</li><li>❖ Ported experience onto the Birdly and Positron Voyager motion platforms</li></ul>	
<b>ArtTech Design:</b> Draftsman/Designer	March 2018 - Present
❖ Work closely with clients to design buildings that satisfy both their vision and building and safety code requirements. Create 2D and 3D depictions of these designs using AutoCad and Chief Architect	

## **GAME PROJECTS**

<b>Skyfarer:</b> Mixed Reality Game for Shoulder Rehabilitation	June 2019 - Present
❖ Engineering and Narrative lead for a USC Advanced Game Project, working with Prof. Marientina Gotsis and Dr. Vangelis Lympouridis	
❖ Used an arduino chip combined with eight gametrack sensors to receive input data from an exercise rig which is then used to reflect the motion of the user during the exercise one-to-one in game with real time feedback for exercise quality to encourage proper exercise form.	
<b>UDAAN:</b> Gamified Birdly VR Experience	
❖ Project lead, gameplay, game, and sound designer for a new gamified Birdly experience, working in conjunction with Somniacs Studios and USC Viterbi	January 2019 - May 2019
<b>Discarded:</b> UCI Capstone Game Project	January 2018 - June 2018
❖ Lead game and sound designer for a somber themed, AI-focused, 2D platformer/metroidvania	

## **TEACHING EXPERIENCE AND RESEARCH**

<b>USC XR Course Teaching Assistant(TA):</b> TA/Course Producer	June 2019 - Present
❖ Work with Dr. Vangelis Lympouridis to restructure the XR course and oversee student game projects. Provide technical support and guidance to students with VR/AR/XR, motion platforms and game engines.	
<b>Glendale Community College (GCC) Scholars Research Coordinator:</b> Instructor/Mentor	June 2017 - Present
❖ Help GCC students pick a topic of research, formulate their findings, and create a polished research project	
<b>Uteach Program:</b> Undergraduate Instructor/Researcher	
❖ Conducted research and taught a course on psychoacoustics and its relationship to video game development	June 2017 - June 2018

## **SKILLS**

**Programming Languages:** C#, C++, Python, Java, HTML, CSS, javascript

**Design, IDE Tools & Office Tools:** Visual Studio, Unity, UE4, AutoCad, IDLE, Maya, Microsoft Office

**Interpersonal:** Exceptional project leading, listening and mediating abilities in team oriented working environments.

## **HONORS AND AWARDS**

<b>USC Games Expo 2019:</b> Jam City “Bazillion Dollar Idea” Award Winner	May 2019
❖ Exhibited UDAAN, a gamified Birdly experience, to students and professionals.	

## **REFERENCES**

Available upon request