



Alexander Bohdan Woskob

Interactive Digital Media

Carnegie Mellon University | Bachelor of Arts | May 2019
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Summary

I am a pianist, violinist, and audio engineer living in Pittsburgh, PA. I graduated from Carnegie Mellon University with a degree in **Interactive Digital Media**. I have professional training and work experience in **human-computer interaction**, **game design**, **audio engineering**, and **composing music** for video games, films, and local ensembles.

Skills

Programming Languages

C#, C, Python, Javascript, HTML/CSS

Software

Unity, Ableton, Max/MSP, Pro Tools, FMOD, Sibelius, Blender, Maya, Photoshop, Premiere, After Effects

Musicianship

Piano, Violin, Composition, Directing Rehearsal

Hardware

HTC Vive, Oculus Headsets, Kinect, Meta 2, Leap Motion, Raspberry Pi, Arduino

Computer Science and Game Design Courses

15-112 Fundamentals of Programming
15-122 Principles of Imperative Computation
05-499 Human-Computer Interaction: Accessibility
15-615 Machine Learning and Art
53-451 Research Issues in Game Development
53-471 Game Design, Prototyping and Production
53-532 Building Virtual Worlds

Music and Sound Recording Courses

18-090 Multimedia Processing for the Arts
57-338 Sound Editing and Mastering
57-344 Experimental Sound Synthesis
57-438 Multitrack Recording
54-267 Conceptual Sound Design
15-322 Introduction to Computer Music
57-505 Violin Performance Major Studio

Work Experience

Hardware Engineer, Gridless Power - 2015

I assembled hardware for the startup Gridless Power in Collingswood, NJ. Their products include large batteries meant for emergency relief. I assembled and tested components such as gps systems, fan systems, and displays.

Script Writer and Show Editor, WQED Pittsburgh - 2016

I worked for the radio station WQED Pittsburgh—helping record and individually edit performances by visiting musicians for Jim Cunningham's show *Voice of the Arts*. In addition to editing the show I also wrote scripts and would occasionally record my own voice to be aired.

Recording Engineer, Pittsburgh Digital Recording & Editing Company - 2016-2019

I worked as a personal contractor in sound recording and engineering for the Pittsburgh Digital Recording & Editing Company under the direction of Riccardo Schulz—capturing professional quality recordings of ensembles such as the Pittsburgh Opera and Chatham Baroque.

Audio Engineer, Schell Games - 2019-2021

I designed and implemented audio for several video games and interactive experiences utilizing virtual and augmented reality technology. Despite being a large company, I was one of a few audio engineers and I had a wide range of responsibilities such as designing audio engines, creating sound effects, composing music, recording voice actors, and communicating with clients.