



Alexander Bohdan Woskob

Interactive Digital Media

Carnegie Mellon University | Bachelor of Arts | May 2019
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Summary

I am a creative programmer and graduate of Carnegie Mellon University with a degree in **Interactive Digital Media**. I have professional training in **game design**, **3D animation**, **human-computer interaction**, **violin performance**, **sound engineering**, and **composing music** for ensembles and multimedia platforms. I thrive in high-pressure creative environments and excel in managing multiple projects to meet critical deadlines.

Skills

Programming Languages

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

Software

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

Tools & Frameworks

Node.js, p5.js, three.js, tone.js, Express

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 – *May.-Aug. 2015*

I assembled hardware for the startup Gridless Power in Collingswood, NJ. Their products include large batteries meant for emergency relief and solar panels for harnessing emission-free energy. I would assemble and test all the components of every unit—such as gps systems, fan systems, and displays.

Script Writer and Show Editor, WQED Pittsburgh – *Jan.-May. 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 – *Jan. 2016-Aug. 2018*

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.

Sound Engineer, Aliquippa Documentary – *Jun.-Aug. 2018*

I worked as a sound engineer for a documentary about the city of Aliquippa outside of Pittsburgh, PA. The film is directed by Megan Ruffe, Associate Producer at Florentine Films, based in New York City.