



# 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.