

Alexander Woskob

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Objective

To obtain acceptance into the Master of Entertainment Technology degree at Carnegie Mellon University.

Profile

Versatile student at Carnegie Mellon University with professional training in game design, composing music for various ensembles and multimedia platforms, and a capacity to manage multiple projects to meet critical deadlines.

Employment

Gridless Power Collingswood, NJ	Summer 2015
Helped with programming and mechanically assembling large battery units.	

WQED Pittsburgh, PA	Spring 2016
Wrote scripts for Jim Cunningham's <i>Voice of the Arts</i> in addition to editing the show.	

Assistant to Riccardo Schulz Pittsburgh, PA	2017
Individually set microphones and recorded groups such as the Pittsburgh Opera, Chatham Baroque and many other professional ensembles.	

Personal Contractor in Sound Recording Pittsburgh, PA	2018
Recorded performances around Pittsburgh including Carnegie Mellon University student recitals.	

Education and Training

Bachelor of the Arts: Violin Performance	2014-2015
Bachelor of the Arts: Interactive Digital Media	2015-2019
Carnegie Mellon University	Pittsburgh, PA
Game Design Prototyping and Production 53-471	
Fundamentals of Programming 15-112	
Principles of Imperative Computation 15-122	
Twisted Signals: Multimedia Processing for the Arts 18-090	
Sound Editing and Mastering 57-338	
Introduction to Computer Music 15-322	
Machine Learning and Art 10-615	
Building Virtual Worlds 53-532	

Skills

Ableton // ProTools // MaxMSP // Unity // Panda3D // C# // C // Python // Haskell // Javascript // Recording Arts // Music Composition // Graphic Design // Maya // Blender // Violin // Piano // Chess