

HARRISON KURTZ

GAME PROGRAMMER AND SOUND DESIGNER

Contact:

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Portfolio:

harrisonkurtz.com

EDUCATION

BS in Computer Science: Game Design, Minor in Electronic Music
University of California, Santa Cruz; Graduating June 2022; GPA: 3.94

SKILLS

C#, C++, Javascript, and Python	Ableton Live, Reaper
Unity Engine, Wwise, FMOD	Analog and digital sound synthesis

RELEVANT PROJECTS

**Sound Designer, Composer, and Programmer, *Smithworks*
(UCSC Senior Capstone Game); Santa Cruz, CA — July 2021-Present**

- Implement lightweight networked audio system which allows for SFX overrides for different item types and cuts back on dependancies in Unity and C#
- Compose dynamic score which re-orchestrates using Wwise

**Sound Designer, Composer, and Programmer, *Invicta Vitae*
(UCSC Senior Capstone Game); Santa Cruz, CA — January-June 2021**

- Recorded and synthesized original human, monster, and machine sound effects which I implemented in Unity and Wwise
- Programmed dynamic sound visualizer for accessibility in stealth mechanics
- Assisted game designers in developing concrete design documents

Composer, *Tacti-Kidz* (Capstone Game); Santa Cruz, CA — January-June 2020

- Composed gameplay and theme music for light-horror, strategy game

WORK EXPERIENCE

Prep Cook, *Flashbird Chicken*; Santa Cruz, CA — August 2021-Present

- Formulate daily prepping plans to sustain stock of sauces, chicken, and sides
- Ensure attention to detail when following recipe procedures, measurements
- Construct weekly orders to suppliers for fresh ingredients
- Maintain sanitary kitchen environment

Video Producer, *Magus Instrumentalis*; Santa Cruz, CA — March-Sept. 2021

- Created social media video content for experimental software instruments
- Developed marketing strategies for future products

Sales Associate, *N'ice Cream*; Playa Vista, CA — Summers 2018 & 2019

- Operated point of sale system and assisted customers
- Kept kitchen and storefront clean throughout shift and during closing

Programming Intern, *Heavy Iron Studios*; Los Angeles, CA — May 2018

- Programmed AI behaviors and procedural animation for Unity game prototype
- Worked collaboratively under task management system