

# JASON A. BUZZELL

[jasonabuzzell@gmail.com](mailto:jasonabuzzell@gmail.com) | [www.linkedin.com/in/jason-buzzell](http://www.linkedin.com/in/jason-buzzell) | (+1) 610-405-3634

## WORK EXPERIENCE

---

### Audio Systems Engineer

*Firaxis Games*

**Sparks Glencoe, MD**

*June 2022 - September 2025*

- Worked on several AAA titles while at Firaxis (*Marvel's Midnight Suns*, *Sid Meier's Civilization VI*, *Sid Meier's Civilization VII*)
- Developed alongside the Audio and Engineering teams on various new systems, implementation or fixing bugs on multiple platforms
- Implemented media using Wwise, both integrated into Unreal and with the proprietary engine for the *Civilization* franchise
- Wrote code and scripts in C++, C# and Python, using WAAPI/WAQL to make authoring changes to Wwise projects, such as a custom EBP (Event-Based Packaging) generator to handle runtime assets, or general database cleanup by query, among others
- Worked with the Gameplay, UI and Tools team on interdepartmental solutions, picking up any new tools (Javascript, Unreal Sequencer, VFX scripting, etc.) to expedite the process

### Software Developer (*Artivox*)

*Northwestern University, XYZ Multimedia LLC*

**Evanston, IL**

*November 2020 - Present*

- Invented the product *Artivox*, which synthesizes a human voice for singing or speaking, allowing the user to create their own voices without needing to sample or record a human voice
- Developed *Artivox* in C++ using JUCE as a framework, AWS (RDS, Lambda) for licensing, and Stripe API for purchasing
- Released the product on Windows and macOS (Catalina, Big Sur, Sonoma)
- Awarded the Academic Year Undergraduate Research Grant from Northwestern University for *Artivox*'s development

### Technology Manager

*Bienen School of Music*

**Evanston, IL**

*September 2019 - June 2021*

- Maintained accurate inventory records and allocated equipment and technology to students and professors
- Evaluated and addressed the limited resources and high demand for equipment during recording and concert weeks
- Resolved technical issues and provide support for all concert performances and private productions

## EDUCATION

---

### Northwestern University

*Bachelor of Music in Music Composition & Bachelor of Arts in Economics, Minor in Music Technology*

*June 2021*

**GPA:** 3.6/4.0

### West Chester University and Berklee College of Music

*Non-Degree Graduate Student in Computer Science courses*

*September 2021*

## SOFTWARE SKILLS

---

**Programming:** C++ (preferred language, 5 years), Python (7 years), C#, Javascript, C, SQL

**Game Development:** Wwise, Unity, Unreal, Blender

**Cloud/Networking:** AWS (EC2, RDS, Lambda, VPC), Stripe API, Perforce, Git, Git LFS