L E V I **E L L I S**

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Education

- 4th year Bachelor of Science Candidate in Applied Computer Science, minoring in Filmmaking (Woodbury University)
- Honors Program | Cumulative GPA - 3.81 (consecutively selected for the Dean's List for Academia each semester)

Work Experience

Treobytes – Facilitator, Manager (*San Diego, CA*) 2020 - Present

- Managed STEM grant program across 5 schools, wrote curriculum and led teams to teach more than 200 students
- Instructor for lessons in digital musical composition, physical prototyping, introductory programming, and more

Musical Scoring – Game Composer (*Burbank, CA*) 2019 - Present

- Wrote, recorded, arranged, engineered, and programmed adaptability for original scores for game titles including:

  Eyedol Contact | Me, My Roommate, & Belle of the Underworld | A Champion's Tale | Blinkbot | Slime O Wisp | Clap

Musical Scoring – Film Composer (*Burbank, CA*) 2019 - Present

- Wrote, recorded, arranged, and engineered original scores for various short films and animations including:

  Haiku: The Story of a Wilting Trillium | Retrograde | Just Crime | Can't Fight Fate: Two Sides | Filtered | Space Epic

Woodbury University – Student Engagement Advisor *(Burbank, CA)* 2019 – 2020

- Aided professors in developing curriculum for the Intro to Woodbury class, worked as a Teacher's Assistant
- Worked with other staff to organize and host campus events (recreational events, educational events, etc.)

Notable Positions

Woodbury University Music Association – President *(Burbank, CA)* 2021

- Met weekly with faculty and student government members to coordinate events and allocate funds
- Led meetings and worked with E-Board to organize events (workshops, showcases, performances, etc.)

7500 Magazine – Vice President *(Burbank, CA)* 2019

- Worked with faculty and student representatives to produce Woodbury University's monthly magazine
- Met with faculty and student government members to handle magazine approval & fund allocation

Technical Skills

Music Production & Composition

- *FL Studio 20 | Komplete 13 | Composer Cloud X Caustic 3 | Soundtrap |+ staple VSTs & plugins*

Audio Integration for Game Engines

- *Unity | Unreal Engine 5 | Wwise | C#*

Video Production & Compositing

- *After Effects | DaVinci Resolve | Premiere Pro Touch Designer*

Application Development & Physical Prototyping

- *C++ | C# | Python | Processing.py | Spark AR | Unity Arduino IDE | MicroPython | + practical circuitry*

Web Design & Development

- *HTML | CSS | JavaScript | P5.js*

Experience Design & 3D Modelling

- *Illustrator | InDesign | Photoshop | Rhino Grasshopper | Maya | VRoid Studio*