LEVI ELLIS

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California, USA

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Portfolio: leviellis.myportfolio.com

Odd Orca

Musical Director, Audio Systems Programmer, Composer • Remote • *11/06/21 - Present*

Wrote, recorded, produced, & engineered adaptive musical scores for the studio's debut video game in FL Studio 20
Responsible for building & implementing an efficient adaptive audio system within Unreal Engine 4 utilizing blueprints
Worked with developers to maintain compatibility between the character controller and adaptive music/sound effects
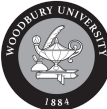
Treobytes

Administrator, Facilitator • *San Diego, CA* • *08/17/20 - Present (Seasonal)*

Managed district-funded grant program for STEM education across 5 schools, led teams utilizing Asana and Slack
Developed curriculum for and trained staff to teach multiple STEM classes for elementary to high school students
Taught classes in game development, programming, digital music production, physical prototyping, & drone piloting

Woodbury University

Student Engagement Advisor, Professor's Assistant • *Burbank, CA* • *01/16/19 - 04/01/20*

Collaborated with staff to organize, budget, and host both recreational and educational campus events for students
Worked as Professor's Assistant, aided professors in delivering lectures & developing curriculum for PPDV 100 class

Video Game Scoring – *Composer, Audio Systems Programmer*

- *Title TBA* (Odd Orca) | 2023
- Bermuda Triangle: Depths | 2022
- Escape the City | 2022
- Eyedol Contact (RedTeapot) | 2021
- Slime 'o Wisp (Slime Studio) | 2021
- Seeing Ghosts | 2020
- Cyber Cross | 2020
- Me, my Roommate, & Belle of the Underworld | 2020
- Champion Tales: Guardian of the Swamp (Creative Anomaly) | 2020
- Ain't Muffin' to It | 2020
- Blinkbot | 2019
- Clap | 2019

Film Scoring – *Composer, Musical Director*

- Tori's Thesis | 2023
- Haiku: The Story of a Wilting Trillium | 2022
- Death of the Lotus | 2022
- Retrograde | 2022
- Just Crime | 2022
- Unconscious Minds | 2022
- Space Epic | 2019

Education – *Woodbury University*

Senior Bachelor of Science candidate | GPA: 3.84
Major: Applied Computer Science - Media Arts
Focus: Game Development | Minor: Filmmaking

Honors – *Academic*

Recipient of Fletcher Jones, Saffell, WISE, and Woodbury Academic Scholarships
Dean's List (9/9) | President's List (3/9)

Honors – *Professional*

Tokyo Film Awards: Best Composer, Silver
NCFA: Best Original Music, Nominee

Software Experience

- Unreal Engine 4 & 5 *(+TortoiseSVN)*
- Visual Studio Code *(+Github repo)*
- FL Studio 20 *(+Komplete 13)*
- DaVinci Resolve & Premiere Pro
- Rhinoceros 3D *(+Grasshopper)*
- Maya *(+Arnold Renderer)*
- Unity *(+Plastic SCM)*
- Adobe Illustrator
- Adobe InDesign
- HacknPlan & Slack
- Microsoft Office Suite
- Google Suite

Programming

- Blueprint *(for Unreal)*
- C# *(for Unity)*
- Python *(+Processing.py)*
- JavaScript *(+P5.js)*
- HTML & CSS
- C++ *(+Arduino IDE)*

Primary Skills & Experience

- Music Production & Composition
- Audio Programming *(Adaptive)*
- Web/App Development & Design
- Interaction Design & 3D Modeling
- Machine Learning Algorithms
- Administrative Project Management