

MOZAHZAH

AUDIO DEVELOPER

MUSICAL WORKS

- Khayef
(Khansa & mozahzah)
- Khaberni Keef
(Khansa & mozahzah)
- Catharsis EP
(Venus Bleeds)
- Sellem 2.1
(Out of Nations)
- To Be Naked
(Michaela De Prince)

CONTACT



mozahzah.io



mozahzah



mozahzah@gmail.com

EDUCATION & CERTIFICATIONS

Wwise

| Wwise 101 Fundamentals - Certificate of Achievement
| Wwise 201 Interactive Music - Certificate of Achievement

2021

Berklee College of Music

| BA Music Production and Engineering

2021

Lebanese American University

| BS Banking and Finance

2015

EXPERIENCE

ARCHETYPE ENTERTAINMENT

Present - 2022

Audio Developer

- Low-Level Game Audio Systems: Features include Pre-Culling System, Audio Asset Managers, and a Multithreaded Callback System, among others.
- Game State Collectors: A comprehensive suite designed to capture a wide range of interactive actions, facilitating dynamic music or other audio system responses.
- Unreal Sequencer Audio Integration: A bespoke integration of Wwise with the Unreal Sequencer, covering everything from the creation of custom sequencer track models to runtime mechanics, such as timeframe syncing and real-time parameter control.
- Spline Audio: A multi-emitter audio spline actor that adeptly handles complex scenarios, including edge cases like V and U shapes.
- Foot-Fall System: A user-friendly, plug-and-play system that significantly reduces the workload by eliminating the need to tag countless animations for footstep sounds.
- WWISE Unreal Integration Code Expansion: Further developments in EBP, Spatial Audio, AkGeometry, and Acoustic Portals.

GLOBAL GAME JAM 2021

2021

Game Developer and Audio Programmer

- Designed and developed an Ability System (Unity Engine)
- Designed and implemented the game audio (Unity Engine)

FREELANCE MUSIC PRODUCER (mozahzah.io/music for musical works)

2022 - 2016

- Creatively and technically led various artists and teams
- Recorded and managed multiple live and studio projects
- Managed and branded my own practice at a professional level

SUMMER INTERNSHIP AT Musigma, Berlin WITH KHALIL CHAHINE

2019

- Learned the arts of Mixing and Mastering
- Learned the subject of Psycho-Acoustics
- Learned the intricate practices of Digital Audio Manipulation

PROJECTS

- **lEMidi**: A simple, open-source MIDI editor that leverages RtMidi for its MIDI message handling and ImGui as its rendering backend.
 - C++, CMake, ImGui, YAML, RtMidi
- **IEConcurrency**: A high-performance concurrency library that provides modern concurrent data structures and synchronization primitives. It also includes a suite of benchmarking tests using Google's microbenchmarking library.
 - C++, benchmark, CMake
- **3D Audio and Gameplay Programming**: A series of audio enhancements and gameplay mechanics programmed in UE5 and C++.

SKILLS

- Unreal Engine
- WWISE C++ SDK
- CMake
- Git & Perforce
- WWISE Interactive Music System
- FMOD
- Production, Recording & Mixing
- Music Theory

Programming Languages

- C++ (Excellent)
- C# (Intermediate)
- Python (Intermediate)

Human Languages

- English
- French
- Arabic (Lebanese)