

# C.SAI HALLIE

## Game Audio Programmer

I'm a team player with a hard work ethic, that strives to create high quality audio samples, and write clean, cache friendly code. I am always eager to learn new skills while still leveraging my own, to create unforgettable experiences.

### EXPERIENCE



#### **Apple Cider Studios | Nottingham, NH | Part-Time**

Dec. 2022 - Present

- + Creating foley and audio systems for different computer, and video game projects.

#### **White Snake | Cambridge, MA | Co-op Internship**

Sept. 2021 - Feb. 2023



- + Co-Lead on Audio Engineer projects with Jon Robertson and White Snake Opera Group.
- + Developed unique sounds for the intro to Cosmic Cowboy the play.
- + Shadowed the lead Audio Engineer to learn new sound applications, industry techniques on creating sound, and new genres of music.
- + Worked with lead audio engineer to lead beta test team for Tuti Remote Control Software.

#### **Fabrication Lab | Cambridge, MA | Student Work Study**

Sept. 2021 - May. 2023



- + Assisted BFA, MFA students with printmaking using laser technology, 3D printing, CNC routing, etc.
- + Worked with clients to find best solutions to make sure their projects came to life.
- + Ensured safety of other monitors and clients who wanted to use machinery.

#### **MassDiGi | Boston, MA | Student Work Study**

Jan. 2022 - Apr. 2022



- + Assisted in creating the prestige system for the mobile game "Bewitching Boba".
- + Created documentation, and soundtracks for the game.

#### **Becker College & Boston Children's Museum | Boston, MA | Co-Op Internship**

Feb. 2020 - May. 2020



- + Work study at Becker College in which I was tasked to make various tracks, and sound effects for games being made for the Boston Children Museums Website.



## Stay Plugged In | Foxborough, MA | Internship

Mar. 2022

- + Controlled the in-game camera for Esports tournaments. Coordinated with the event organizer to ensure players equipment and settings were of tournament standards.



## Shiawase | Allen, TX | Shift Manager

May. 2021 - Aug. 2021

- + Ran daytime and night-time business operations of the restaurant, tending to inventory and employee payroll.
- + Ensured restaurant environment and ambiance was an enjoyable experience for servers, chefs, and customers.

## Freelance

Aug. 2014 - Present

### [Graphic Design]

- + Worked with clients to design posters, flyers, business cards, and etc.

### [Music Engineer]

- + Worked with clients to produce different types of music beds, background tracks, theme songs, trailer music, music video Foley, and many genres of music.

## EDUCATION

### Lesley University | Boston, MA | Bachelor of Game Audio

Graduated (May -2023)

- + Bachelor's degree in Game Audio
  - Senior Excellence Award for Game Design
  - Lesley Men's Soccer - Captain | Lesley Men's Track & Field | Lesley Men's Volleyball | President of Lynx Lan Party

### Becker College | Boston, MA | Bachelor of Game Design / Game Programming

Aug. 2019 - 2021

- + Studied for a bachelor's degree in Game Programming.
  - Becker Men's Soccer - Captain

## SKILLS

### [Technologies]

- ☒ ABLETON LIVE 11
- ☒ FL STUDIO
- ☒ PRO TOOLS
- ☒ REAPER
- ☒ UNREAL ENGINE 4 / 5
- ☒ FMOD
- ☒ WWISE

### [Editing]

- ☒ AFTER EFFECTS
- ☒ ILLUSTRATOR
- ☒ InDESIGN
- ☒ PHOTOSHOP
- ☒ PREMIERE PRO

### [Languages]

- ☒ C++
- ☒ C#
- ☒ HTML & CSS
- ☒ JAVA SCRIPT
- ☒ PYTHON