Steven Grossman

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SUMMARY:

UC Irvine computer science graduate with expertise in software engineering, game audio, and music composition. Passionate about using technical and creative skills to produce immersive audiovisual experiences.

EXPERIENCE:

SYGO Studios – Remote   **November 2020 - Present**
Unity C# Developer and Audio Director

- Implemented persistent asynchronous save system for an adventure game in Unity.
- Solely responsible for audio implementation, sound design, and music composition.
- Created an audio management system extending FMOD Unity integration source code.

Xifin, Inc – San Diego, CA   **August 2020 - November 2020**
Cyber Security Analyst

- Remediated security vulnerabilities in Python and C# multi-tenant cloud applications.

Puzzle Mirror Studios – San Diego, CA   **December 2019 – August 2020**
Principal Game Developer

- Developed an original game in Unity and Wwise. Created all game assets from scratch.

Human Longevity, Inc. – San Diego, CA   **March 2017 - August 2019**
Engineer I Software, Information Security

- Wrote automation utilities in Python for code analysis and infrastructure hardening.

TOOLS

Programming: Python (6 years), C# (3 years), C++ (3 years), x86 Assembly (1 year).
Development Tools: Unity (2 years), Visual Studio (5 years), Git (5 years), Blender (1 year).
Audio: Wwise (2 years), Fmod (1 year), FL Studio (9 years), Reaper (1 year).
Musical Instruments: Guitar (20 years), Piano (20 years), Bass (14 years), Vocals (8 years).

SKILLS

- Software engineer well versed in all aspects of the game development process.
- Sound designer proficient in multiple game audio implementation tools and DAWs.
- Composer and multi-instrumentalist skilled at creating music in various genres.
- Highly collaborative team member with strong written and oral communication skills.

EDUCATION

University of California, Irvine - Bachelor of Science, Computer Science (2016)
GIAC Security Essentials Certification (2019)
Wwise 101 Fundamentals (2020)

PERSONAL PROJECTS

- Created an open-source synthesizer plugin in C++ using JUCE. Download it here.
- Programmer and lead audio designer during GameDev.tv 2020 jam. See the code.
- Wrote, recorded, mixed, and mastered an EP. Listen here.
- Acted as Lead Unity developer and composer for game design college course.