

# Steven Grossman

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[puzzlemirror.com](http://puzzlemirror.com)

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## SUMMARY:

UC Irvine Computer science graduate with expertise in software development and game audio. 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++ (2 year), 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).

## SKILLS

- Creative thinker capable of working across all aspects of the game development process.
- Sound designer in multiple DAWs with experience recording and processing audio.
- Strong artist capable of creating many visual concepts quickly and acting on feedback.
- 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

- Programmer and lead audio designer during GameDev.tv 2020 jam. See the [code](#).
- Wrote, recorded, mixed, and mastered an EP. Listen [here](#). See artwork/animation [here](#).
- Lead Unity developer and composer for game design college course.