

Steven Grossman

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SUMMARY:

Computer science graduate with expertise in software engineering and game audio. Passionate about using my 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 middleware: Wwise (2 years), Fmod (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](#).
- Created Unity game in two months for a college course, acting as lead designer.