

## Video Game Audio

- Haunted VR - Sound Design & Implementation, Foley.** FMOD, Logic, Unity 2021
- Sound for a VR horror game. Used Google Resonance for spatialization.
  - Implemented 42 effects including voice-over & an adaptive piano sound effect based on an object's movement.
- polyrhythm - Sound Implementation, Mixing.** FMOD, Logic, Unity 2021
- Implemented 7+ minute adaptive soundtrack for rhythm game in FMOD, looping and changing music based on player input.
  - Synchronized visuals and gameplay events with music using FMOD callbacks and snapshots.
- Death Road To Doggie Town - Sound Design & Implementation.** FMOD, Logic, Unity 2021
- Sound for an 80's themed endless runner in GMTK Game Jam. Won 442/5,755 games in presentation.
  - Gained experience working quickly and efficiently through 48 hour game jam.
- Escape From Lab 8 - Sound Design & Implementation, Foley.** FMOD, Logic, Unity 2021
- Sound for traditional rogue-like. Collaborated with 2 composers to implement adaptive soundtrack.
  - Designed 35+ sound effects such as an adaptive health up effect from scratch, not including round robins.
- Zombox - Sound Design & Implementation, Foley.** Logic, Unity 2020
- Created 19 sound effects for isometric zombie shooter, combining personal and external recordings.
  - Highlights included a gun cock from a razor and box of pasta, and a boss roar from a rolling garbage can.

## Sound Design for Video

- League of Legends & Legends of Runeterra Redesign - Sound Design, Mixing, Foley.** Logic 2022
- Redesigned sound for three League character abilities and one Runeterra Level Up animatic
  - Recorded foley from 13 sources for sand, electricity, and motion sound effects
  - Modified 23 external recordings and 2 synthesizers using 25+ plug-ins
- "Train Ride Home" Re-Sound - Sound Design, Mixing, Foley.** Logic 2020
- Redesigned sound of SVA Thesis film.
  - Used distortion to emphasize main character's degrading mental state & ambience to simulate 5+ environments.
- "Fire Spells" - Sound Design, Foley.** Logic 2020
- Designed audio for a clip of a magician for an online sound design competition using 30+ layers.
  - Gained experience with designing sound for linear media, layering, and creative use of sound.

## Education

**Carnegie Mellon University, Pittsburgh, PA, USA**

Bachelors of Computer Science and Arts (Music Composition) - GPA: 3.96 - Expected Graduation May 2023

### Relevant Coursework

Sound Recording, Sound Editing and Mastering, Multimedia Processing, Physics of Musical Sound, Intro to Computer Music  
Andrew Huang Music Production Class (monthly.com)

## Work Experience

**Software Development Intern, Amazon;** Remote (Seattle, WA) — June-August 2020

- Implemented front end of internal website to help Amazon monitor the status of delayed orders from 3rd party sellers.
- Gained experience working in teams and learning new technology at large companies. Collaborated with other interns and employees to design an API to access an order database.

## Activities

**Carnegie Mellon Game Creation Society - Sound Designer, Programmer, Composer** — 2019-Present

- Created a game on teams of 6-14 every semester at Carnegie Mellon.

**Undertale Online Orchestra - Co-Founder, Council Member, Mixer, Editor, Performer, Arranger** — 2016-2019

- Lead worldwide group of musicians remotely covering the soundtrack of the game Undertale. 80+ collaborative YouTube videos, managed over 200 members. Mixed songs with 50+ recordings.

**4-Piano Orchestra, YouTube Channel** — 2015-2019

- Arranging/Performing music from games and shows for 4 pianos. Included extensive audio mixing, visual editing and performance, with elements of graphic design and costuming. Gained over 5,000 subscribers and 1.9 million views.