William Ozeas

Contact

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Objective

With a passion for programming, audio, and game design, my ultimate goal is to fuse those areas together in game audio. I am fascinated by how adaptive audio can convey information to the player almost subconsciously, and would love to learn to design more effectively.

Technical Experience

Logic Pro

FMOD, Max/MSP

Unity, C, C#, Python, Git

Some experience with Izotope, Waves, and Natural Instruments plug-ins

Key Traits

Team-Oriented and Collaborative

Wide range of previous roles in game development

Experience in professional work environment

Willingness to learn & grow

Projects

Sound Design
"Train Ride Home" Re-Sound - 2021 - Sound Designer, Mixer.
- Redid sound design of SVA Thesis film.

Roll-A-Ball FMOD Demo - 2020 - Sound Designer, Sound Implementation, Unity/FMOD.
- Simple sound design project using Unity Roll-A-Ball to learn FMOD.

"Fire Spells" - 2020 - Sound Designer.
- Designed audio for a clip of a magician for a sound design competition run by sound designer Marshall McGee.

"Zombox" - 2020 - Sound Designer, Composer, Programmer. Team of 8, Unity/C#. (Game Creation Society club)
- Recorded, designed, implemented sound effects & soundtrack in isometric zombie shooter.

Other Video Games
"Octave" - 2019 - Programmer. Team of 6, Lua. (Game Creation Society club)
- Wrote core gameplay loop in rhythm game for arcade cabinet.

"Balaga" - 2019 - Lead Game Designer & Programmer. Team of 3, Unity/C#.
- Coded interactions, menus, scores, controls. Designed cooperative Galaga where each player must defend the other from color-coded enemies.

"12 Years A Student" - 2018 - Game Designer & Programmer, Team of 4, Unity/C#.
- Designed and wrote core gameplay loop in task management game about balancing stress and responsibilities as a student.

Education

Carnegie Mellon University, Pittsburgh, PA
Bachelors of Computer Science and Arts (Music)
GPA: 3.94

Work Experience

Software Development Intern, Amazon; Seattle, WA — June-August 2020
- Implemented front end in React for a GraphQL API using Apollo.
- Collaborated with backend team to design the API.

Software Developer, CV Enterprises; La Crescenta, CA — January - June 2019
- Designed "Injury Tracker" web app designed in Ruby on Rails using a SQLite database to store information about injuries for high school sports nurse. Team of 2.

Web Developer, SimpleLayers; La Crescenta, CA — June - August 2018
- Developed social web app in collaboration with the CEO & CTO of local tech business.
- Used basic HTML/CSS/Javascript.

ACTIVITIES

Game Creation Society, Member - 2019-Present
- Create a game on small teams every semester at Carnegie Mellon. Worked as a Sound Designer, Composer, and Programmer.

Co-Founder, Council Member, Editor, Mixer, Performer, Arranger; Undertale Online Orchestra - 2016-2019
- Worldwide group of musicians remotely covering the soundtrack of the game Undertale. 80+ collaborative YouTube videos, managed over 200 members.

Programmer/Writer, FRC Robotics Team 589; La Crescenta, CA — 2015-2019
- Worked in Business, Software, and Video Game teams - Competitive robotics team. Head of Outreach Yearbook and Video Game team. Won Chairman's Award 2019. Valuable communication skills from talking to judges & writing awards essays

4-Piano Orchestra, YouTube Channel — 2015-current hiatus
- Arranging/Performing music from games and shows for 4 pianos. Included extensive audio/visual editing and performance, with elements of graphic design and costuming.