

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

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.