William Ozeas
Multi-Media Portfolio
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Ongoing Projects

4-Piano Orchestra, YouTube Channel - 2015-Present **-** Everything - Arranging and performing music, usually for four pianos; 30+ videos with extensive audio mixing & visual editing in Final Cut, Musescore, Logic X, Magic Music Visuals, Motion 5, Adobe After Effects, Pages. Drew 1.7 mill+ views and 5,800+ subscribers. All arrangements are done by ear and some include original music, acting, and costumes.
Link: https://www.youtube.com/channel/UCaortKkmoUYjRx-oIDEBR9g

Undertale Online Orchestra, YouTube Channel - 2016-Present - Co-Founder, Editor, Mixer, Performer, Arranger, Council Member - Worldwide group of musicians covering the soundtrack of the game Undertale over the internet.80+ collaborative videos to date.
Link: https://www.youtube.com/channel/UCstkItNFNNdwDeTRgOV4Z2w/

CMU-Boxhead - 2020-Present - Composer/Sound Designer - Collaborated on electronic soundtrack and sound design for video game with Game Creation Society at Carnegie Mellon.

Past Projects

Octave - 2019 - Video game designed in Lua as part of Carnegie Mellon Game Creation Club. Programmer in a team of 6.
Link: https://www.gamecreation.org/games/octave

12 Years A Student - 2018 - Roles: Game Designer, Co-Lead Programmer - Stress-based video game critiquing overworked student culture. Made in Unity during COSMOS Game Design Summer Program at UC Santa Cruz with team of 4. Further development planned.
Link: https://dshiao.itch.io/12-years-a-student

Balaga - 2019 - Video game designed in Unity (C#) for Robotics Team. Lead Game Designer and Programmer in a team of 3.

Danganronpa Survivor - 2017 - On Hold - Roles: Composer, Voice Actor - An independent fan video game inspired by the Danganronpa video games. On hold, but a demo has been released.
Link: https://danganronpasurvivor.tumblr.com

Additional Links
Soundcloud: https://soundcloud.com/willowpet