

CASEY URSO

Sound Designer

CONTACT

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PROFILE

Self-driven Sound Designer with the passion and skill to record, edit, and create professional audio assets for any game project. Recognized for excellent organization and communication skills required to handle the creation, editing, and implementation of audio assets for the successful launch of multiple commercial games.

EDUCATION

Bachelor of Arts /
Game Design and Development
Quinnipiac University
Hamden, Connecticut
2017 – May 2021

Music Minor
Quinnipiac University
Hamden, Connecticut
2017 – May 2021

Proficiencies

Unity Engine (C#)

Logic X Pro / Reaper

FMOD / Wwise

Zoom H1 / General Recording

Unreal Engine 4

Launched Games

Street Shuffle *April 2021*

Music Composer, Sound Designer

<http://onelink.to/4bcjef?&dev=other>

Beat other performers to win the affection of the crowd using cards and tricks!

CatThroat Kitchen *April 2021*

Sound Designer

<http://onelink.to/7z3g2x?&dev=other>

Use ingredient cards to create the most delicious treats in this intense bake off!

Ballroom Banter *April 2021*

Music Composer, Sound Designer

<http://onelink.to/8uszn4?&dev=other>

Gossip and discuss your way through various social circles, powering up your deck of social cards!

PROFESSIONAL EXPERIENCE

FREELANCE SOUND DESIGNER / MUSIC COMPOSER

Slice of Pie Games LLC / Wethersfield, CT / June 2021 – Present

- Worked closely with team leads, designers, and programmers to create original sound effects and/or music that accurately represented the game's overall vision.
- Iterated based on team/player feedback for multiple audio revisions.
- Delivered accurate files with detailed predetermined naming conventions, tags, and documentation for each unique project.

XP AUDIO DESIGN INTERN

MassDigi / Worcester, MA / Jan. 2021 – Apr. 2021

- Created and edited original sound effects, foley, and music needed to suit the audio direction for three coinciding game projects.
- Maintained and coordinated the production of audio assets for each game project using spreadsheets and shared documentation.
- Designed core adaptive audio systems needed to create a dynamic gaming experience using FMOD.

CONTRACT AUDIO DESIGNER / AUDIO EDITOR

SolitonZ Games / Hamden, CT / Sept. '18 – Nov. '19

- Effectively coordinated and directed voice talent in multiple recording sessions.
- Edited and mastered all dialogue from recording sessions for company game, "My Future Family".
- Distributed and organized all audio files to the programming team with exact naming conventions to be implemented in game.