

CASEY URSO

Sound Designer

CONTACT

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WILLING TO RELOCATE

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PROFILE

Charismatic Sound Designer with a diverse background in all things audio, cultivating the passion and skill necessary to record, edit, and manage professional sound for any project. Recognized for excellent organization and communication skills obtained through the upholding of multiple leadership positions and hands on experience.

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 (C#) / Unreal Engine

Logic X Pro

Audio Recording, Editing, Mixing,
and Mastering

FMOD / Wwise

Technical Audio Design

Leadership Positions

Founding President 2019 - 2021
Quinnipiac Game Developers Club,
Hamden, CT
Developed a department funded club catered to the growth of game design students. Led all meetings directed at demonstrating development tools and techniques, collaboration activities, and the celebration of student work.

GDD Student Liaison 2018 - 2021
Quinnipiac University, Hamden, CT
Acted as the student head for all action plans brought to administrative university powers. Presented personally collected feedback and data obtained from the student body, faculty, and affiliate affairs within the Game Design and Development Department at Quinnipiac University.

PROFESSIONAL EXPERIENCE

FREELANCE AUDIO DESIGNER / MUSIC COMPOSER

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

- Worked closely with directors to create original sound effects and music that accurately represented the game's established audio direction and quality benchmarks.
- Delivered accurate files with detailed predetermined naming conventions, tags, and documentation.
- Iterated based on personal, team, and player feedback for multiple audio revisions and adjustments on tight deadlines.

AUDIO PRODUCTION COORDINATOR / AUDIO DESIGNER

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

- Coordinated the production of audio assets for each project using personally crafted shared organization materials including spreadsheets, style guides, and asset documentation.
- Designed dynamic organization tools to ensure the ease of implementation and coordination of all audio materials.
- Created and edited original sound effects, foley, and music needed to suit the audio direction for three coinciding game projects.

BAND MANAGER / LIVE SOUND ENGINEER

Fever and Off Center / Wethersfield, CT / Sept. 2015 – Present

- Founded and managed two commercially successful eight-piece cover bands for live performance.
- Managed all scheduling including gigs, rehearsals, and promotional events for group.
- Facilitated all sound mixing including on-stage monitors and front-house sound during every live performance.