

# CASEY URSO

## Audio Engineer

### CONTACT

(860) 716 - 0637



caurso99@gmail.com



276 Prospect St.  
Wethersfield, Connecticut



<http://Linkedin.com/in/caurso>



<http://www.CaseyUrso.com>



### PROFILE

Self-driven Audio Engineer 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

Audio Mixing/Mastering Tools

Wwise/FMOD

Zoom H1/General Recording

### Launched Games

**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!*

**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!*

### PROFESSIONAL EXPERIENCE

#### 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.
- Coordinated production of audio assets for each game project using spreadsheets and shared documents.
- Designed core adaptive audio systems needed to create a dynamic gaming experience.

#### CONTRACT AUDIO DESIGNER / AUDIO EDITOR

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

- Effectively coordinated and directed vocal 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.

#### RESIDENTIAL ASSISTANT

*Quinnipiac University / Hamden, CT / 2018 – May 2021*

- Managed a university residence hall floor with 40+ diverse undergraduate students.
- Worked alongside a 22-person team organizing campus events, leading student-centered interactive programs to promote social/educational learning outcomes, and acting on crisis/conflict response.
- Enforced all campus policies, promoting academic excellence, addressing student needs, and encouraging involvement.