

Casey Urso

Sound Designer

CONTACT

(860) 716 - 0637



caurso99@gmail.com



276 Prospect St.
Wethersfield, Connecticut



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



<http://www.CaseyUrso.com>



PROFILE

Self-driven graduate with the passion and skill to populate any game project with immersive game audio assets and engaging soundtracks. Recognized for excellent audio creation and implementation for multiple launched commercial team game projects. Served in multiple leadership opportunities developing a multifaceted skillset in the art of game development and design.

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

FMOD

Audio Mixing/Mastering Tools

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

- Coordinated production of audio assets for three coinciding game projects using spreadsheets and shared documents.
- Recorded and edited original sound effects/music needed to suit the audio direction for each team project.
- Designed core adaptive systems and thematic design elements in order to create a marketable mobile gaming experience.

CONTRACT AUDIO DESIGNER/2D ARTIST

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

- Recorded, edited, and coordinated dialogue recording sessions with voice actors for company game, "My Future Family".
- Created original sound effects and 2D art assets for company game "Baby Give Me Some Sugar".
- Communicated and worked professionally alongside all team members on final design decisions.

RESIDENTIAL ASSISTANT

Quinnipiac University / Hamden, CT / 2018 – Present

- 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.