

# Casey Urso

Sound Designer

## CONTACT

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## PROFILE

Dynamic Sound Designer proficient in creating, editing, and integrating professional audio across diverse projects. Known for demonstrated excellence in organization and communication skills, honed through leadership roles, extensive hands-on experience, and the eagerness to learn new skills.

## EDUCATION

Bachelor of Arts /  
Game Design and Development  
*Quinnipiac University*  
*Hamden, Connecticut*

Music Minor  
*Quinnipiac University*  
*Hamden, Connecticut*

## Proficiencies

Avid Pro Tools / Logic X Pro

Audio Processing / Mixing

Recording / Signal Flow

Adobe Suite / MS Office

Slack / OneDrive

## Leadership Positions

**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.*

**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.*

## PROFESSIONAL EXPERIENCE

### FREELANCE SOUND DESIGNER / MUSIC COMPOSER

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

- Collaborated closely with directors to craft original sound effects and music that precisely align with the game's artistic vision.
- Delivered accurate files adhering to predetermined naming conventions, tags, and documentation standards.
- Iterated based on personal, team, and player feedback, ensuring multiple revisions were completed promptly to meet tight deadlines.

### CONTRACT A2 SOUND ENGINEER / VIDEO ENGINEER

*Hartford Stage / Hartford, CT / Jan. 2024 – Present*

- Directed the management of audio/video equipment including mics, speakers, projectors, and video camera ensuring their smooth operation through daily system checks prior to performances.
- Ensured uninterrupted functionality during performances, adeptly troubleshooting any issues as they arose.
- Facilitated all load in, set up, and break down of all audio/video equipment.

### SOUND PRODUCTION COORDINATOR / SOUND DESIGNER

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

- Coordinated the production of audio assets for multiple projects using tailored organizational materials such as spreadsheets, style guides, and asset documentation.
- Developed efficient organization tools to streamline the implementation of audio materials across each project.
- Created and edited original sound effects, foley, and music needed to suit the audio direction for three coinciding game projects.