

Casey Urso

Audio Designer

CONTACT

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WILLING TO RELOCATE

Wethersfield, Connecticut



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PROFILE

Dynamic Audio 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

Unity (C#) / Unreal Engine 4

Logic X Pro / Reaper

FMOD / Wwise

Field / Foley Recording

Github

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 AUDIO 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 AUDIO 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.

AUDIO PRODUCTION COORDINATOR / AUDIO 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.