

Casey Urso

Sound Designer/ Composer

CONTACT

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PROFILE

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

EDUCATION

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

Music Minor
*Quinnipiac University
Hamden, Connecticut*

Proficiencies

Unity (C#) / Unreal Engine

Logic X Pro / Reaper

FMOD / Wwise

Field / Foley Recording

Github / Jira

Game Releases

Grover Gaming 2025

Fiery Phoenix

Victory Eagle

Night of the Living Wilds

Heavenly Beauty

Handsome Devil

Hipflask Games LLC 2025

[*The Bureau of Fantastical Affairs*](#)

Slice Of Pie Games LLC 2023

[*Street Shuffle*](#)

MassDigi 2021

[*Ballroom Banter*](#)

[*Cathroat Kitchen*](#)

PROFESSIONAL EXPERIENCE

SOUND DESIGNER / COMPOSER

Grover Gaming / Greenville, NC / March 2025 – September 2025

- Designed original sound effects and music for five successful commercial releases, adapting to fast-paced production cycles and competitive market trends.
- Collaborated cross-functionally with game designers, artists, and developers that reinforced gameplay mechanics and enhanced player experience.
- Contributed to the evolution of titles by providing creative input during review sessions and integrating other's feedback.

FREELANCE SOUND DESIGNER / COMPOSER

Hipflask Games LLC / Los Angeles, California / 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 team and player feedback, ensuring multiple revisions were completed promptly to meet tight deadlines.

AUDIO 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.