

CASEY URSO

Sound Designer

CONTACT

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WILLING TO RELOCATE

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PROFILE

Charismatic Sound Designer with a diverse background in all things audio, cultivating the passion and skill necessary to record, edit, and create professional interactive sound for any project. Recognized for excellent organization and communication skills obtained through the upholding of multiple leadership positions.

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

FMOD / Wwise

Live Sound Mixing

GitHub

Leadership Positions

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.

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.

PROFESSIONAL EXPERIENCE

FREELANCE AUDIO DESIGNER / COMPOSER AND CO-FOUNDER

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

- Worked closely with team leads, designers, and programmers to create original sound effects and music that accurately represented the game's overall vision.
- Iterated based on personal, team, and player feedback for multiple audio revisions and adjustments.
- Delivered accurate files with detailed predetermined naming conventions, tags, and documentation.

BAND MANAGER / LIVE MUSIC SOUND ENGINEER AND PERFORMER

Fever and Off Center / Wethersfield, CT / Sept. 2015 – Present

- Founded and managed two commercially successful eight-piece cover bands for live performance.
- Facilitated all live sound mixing including on-stage monitors and front-house sound during every performance.
- Created music arrangements for all instruments for every song.
- Conducted communications between clients to ensure their needs were being met for secured paid opportunities.

XP AUDIO DESIGNER / AUDIO PRODUCTION COORDINATOR

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 the production of audio assets for each project using personally crafted shared organization materials including spreadsheets, style guides, and asset documentation.
- Designed dynamic systems to ensure the ease of implementation and coordination of all audio materials.