

John Frazia

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🔗 <https://jfrazia.github.io>

Skills

Reaper DAW

Wwise

C++

Unreal Blueprints

Python

Engine Experience

Unreal Engine 4

Unity

Godot

Ren'Py

Experience

Schaltbau North America

October 2023 - Current

Testing Manager

Handled the testing and creation of testing machines for train controllers.

Projects

Another Try

August 2021 - May 2022

Designer and Writer

🔗 <https://jfrazia.itch.io/another-try>

- Led the design and writing of a 20 minute long visual novel.

Tsubo-Niwa: A Garden Dream

October 2021 - December 2021

Sound Designer

- Led sound design for a VR audio experience for an exhibit in Kyoto.
- Worked with an external client to implement sound clips and manage audio editing.

Gravity Xscape

October 2021 - December 2021

Sound Designer

- Handled audio production and implementation for a 2D Platformer, working with a team of three.
- Assisted with the creation of three levels during a seven week span.

ARG (Alternate Reality Game)

April 2019 - May 2019

Producer

- Led a 25 person team to create an ARG (Alternate Reality Game).
- Made sure the ARG ran smoothly during its week duration.

Education

Worcester Polytechnic Institute

August 2018 - May 2022

Interactive Media and Game Design

Bachelors