

# JEN GRIER

Phone: 610 653 0486

E-mail: [jengrier@gmail.com](mailto:jengrier@gmail.com)

Site: <http://jengrier.com>

Technician - Designer - Programmer - Composer - Educator

## INDUSTRY EXPERIENCE

2009 - Present

Spartanburg, SC

### Freelance Game Sound Designer

- ✓ Creating music and designing sound effects for a children's MMO (to be released this year)
- ✓ Extensive hands-on experience with working with an SVN repository, Jira for issue tracking, and Confluence for internal dialog and documentation

2008 - 2009

SMERC Design, Inc.

Brooklyn, NY

### Level and Game Design / Assistant Producer

- ✓ Assisted with production: co-ordinating two offices for game development tasks, working out problems between artists, programmers, and designers
- ✓ Created the first professional sound design documents for the company, which are still in use on every major project from it's game design inception
- ✓ Playtested all games in development when the team wanted feedback, logging errors in Mantis and bug tracking as needed
- ✓ Level design credits and co-credits include: [Avatar: Path of Zuko](#), [Petpet Park](#), Comedy Central's [Touchdown Chowdown](#), Nickelodeon's [Big Green Help: NFL Rumblyin' Stumblin' Sidewalk Sprint](#)
- ✓ Audio design co-credits include: [Madagascar 2: Flight Plan](#), [Madagascar 2: Bag Bonk](#), [Petpet Park](#), [Vectorious](#)

2009

Harco Industries, Inc.

Englewood, NJ

### Data Entry and Customer Service Freelancer

- ✓ Quickly managed and input new orders in two separate company ERP systems for a B2B distribution warehouse during a critical growth period for the team
- ✓ Handled customer relations via e-mail, phone, and fax with professionalism and punctuality

2003 - 2007

Moravian College: The Center for Information Technology

Bethlehem, PA

### Passionate Technology-Driven Workstudy

- ✓ First workstudy to manage the Music Department's MIDI Lab, complete with Yamaha keyboards and Mac G5s in need of constant maintenance and rewiring to stay current and function under heavy student use
- ✓ Initiated and aided in the completion of a computing guide for students to help them set up and maintain their own computers
- ✓ Troubleshoot incoming calls about computer errors, network problems, hardware failure, and malicious software; exterminated computer viruses in student and faculty computers
- ✓ Worked with the Media Center on audio editing, recordings, and equipment installations
- ✓ Worked with the Help Desk to create, manage, and resolve support tickets
- ✓ Multitasked multiple repairs/support requests when possible
- ✓ Expertise with Microsoft and Mac products, including the Office suite, Remote Desktop, Skype, Tortoise SVN, AVG, Norton Antivirus, and many other software solutions

2004

9G Communications

Fairfield, NJ

### Customer Care Specialist

- ✓ Aided customers in wireless device activation, changing rate plans, and exchanging phones in a courteous and professional manner
- ✓ Handled customer relations with T-Mobile as a master dealer representative

## RECENT EDUCATION

2007 – 2009

New York, NY

New York University: Steinhardt School of Culture, Education, and Human Development

### Master of Music in Music Technology

- ✓ Constructed two separate generative, real-time interactive soundtrack engines in Java working with a Flash-based game for my thesis, “Exploring Interactive Video Game Soundtrack Design in JMSL and JSyn.” Both games from this project – [PAC-Type](#) and [Thesis Hunter](#) – can be played [online](#)
- ✓ Studied Physical Computing and Game Design at the Interactive Telecommunications Program at NYU: Tisch, including methods of interactive electronic design and theories of games and play space
- ✓ Created a short audio-puzzle game via the Unreal Tournament 3 engine, *Reset*, with a small team as a final project and presented in at the [NYU Music Technology Open House of Spring 2008](#)
- ✓ Studied video game audio, software synthesis, audio engine creation, digital audio processing, digital signal theory, interactive sound design, composition, and electronic performance while attending NYU through intensive courses in these topics

2003 – 2007

Moravian College

Bethlehem, PA

### Bachelor of Music in Composition

### Bachelor of Music in Jazz Saxophone Performance

- ✓ Completed an undergraduate thesis, or Honor's Project, in reviving ancient Greek music theory for modern performance, entitled “[ANNAGENISI: Recreating a Forgotten Sound](#)”, complete with a composed series of works by the author invoking the storytelling, dance, and sounds of ancient Greece
- ✓ Graduated “Summa Cum Laude with Honors” for 3.8 GPA and a completed Honor's Project
- ✓ Performed numerous group and solo recitals of own compositions and jazz with improvisation on alto and baritone saxophone
- ✓ Spearheaded new performances with interactive technology, such as live performance feedback for solo saxophonist in the piece [Chronophonic](#) (2005) or electronic accompaniment for jazz quartet in *r e s o p h o n i c* (2007)
- ✓ Jazz chart compositions include [The Way You Fall](#) (2007) and [What's Left of Us](#) (2007)
- ✓ Arrangements include game music arrangements and jazz arrangements, such as [Come Sunday](#) (2006) for saxophone quartet and bass and [8-Handed Bird](#) (2006), a splattering of Charlie Parker licks re-animated into a new saxophone quartet piece

## ACTIVITIES

2004 – 2007

WRMC, Moravian College's Radio Station

Bethlehem, PA

### Senior Technician of the College Radio Station

- ✓ Maintained equipment on a daily basis, trained two new technicians to fill her place
- ✓ First technician to bring the radio station to Internet broadcasting capabilities
- ✓ Created an off-air content system to eliminate dead air between shows
- ✓ Wrote the [Manual for Station Usage and Maintenance](#), outlining all equipment and technical procedures

2004 – 2007

WRMC, Moravian College's Radio Station

Bethlehem, PA

### Creator and Radio Show Host of “More Than Mario”

- ✓ Consistently hosted “More Than Mario”, a video game music show featuring popular soundtracks and remixes for two hours every week, for nine complete seasons
- ✓ Created a system for handling on-air requests on the fly: there was never a game request I could not complete within the time frame of the show
- ✓ Provided industry insight and musical, compositional, and contextual analysis of audio tracks while speaking with guest co-hosts or working solo

## SKILLS (in alphabetical order)

Technical Skills	Experience	Audio/Music Skills	Experience	Design Skills	Experience
Arduino	1 year	Article Writing	<1 year	Game Design	2 years
Computer Repair/Support	4 years	Audio Production and Editing	4 years	Game Design Documentation	2 years
Customer Service	5 years	Band-in-a-Box	4 years	Game Design Education	<1 year
Flash/ActionScript 3	2 years	Chart Writing (Jazz)	4 years	Game Sound Design	2 years
Help Desk	4 years	<a href="#">Music Composition</a>	7 years	Google Docs	3 years
Java Applets	1 year	Csound	1 year	HTML	4 years
JMSL	1 year	KYMA	2 years	Interactive Sound Design	2 years
JSyn	1 year	Marching Band	4 years	Level Design	2 years
MatLab	2 years	Max/MSP	3 years	Radio Show Programming	3 years
Microsoft Office	10 years	MIDI Lab Support	4 years	Sound Design Documentation	2 years
Network Support	4 years	ProTools	3 years	Technical Documentation	3 years
Open Office	3 years	Native Instruments	3 years		
Production Assistant	<1 year	Score Engraving/Copyist	6 years		
Technical Phone Support	5 years	Sibelius	5 years		
Unreal Tournament 3	1 year	SONAR/Cakewalk	7 years		
XML (Level Editing)	<1 year	Sony SoundForge	3 years		

## AWARDS

- ✓ Comenius Scholar at Moravian College (2003-2007)
- ✓ The Leon Prokofy Leonovich Memorial Prize (2004): *“For a member of the sophomore class who has shown significant growth and excellence in the study of music.”*
- ✓ Edward J. Bloustein Scholar (2003)
- ✓ T. Edgar Shields Prize (2007): *“The highest award available for a senior music major at Moravian College for progress and proficiency in music studies.”*

## PUBLICATIONS

- ✓ “Genre-Specific Methodologies for Gameplay-Influenced Soundtracks” for the Audio Engineering Society, [which was presented at the Audio for Games AES Conference at the Royal Academy of Engineering in London, UK in early February 2009](#) and published through AES
- ✓ “[ANNAGENISI: Recreating a Forgotten Sound](#)” was bound and published via Reeves Library at Moravian College