

JEN GRIER

Game and Interactive Sound Design

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SUMMARY

I have experience as a project coordinator and multimedia designer. My experience with programming and software development ensures that I can create new tools or approaches to solve stubborn problems. My passion for communication, attention to detail, and emphasis on teamwork makes me a valuable asset on your next game production team.

INDUSTRY EXPERIENCE

2010 – Present

Verizon Wireless

Greenville, SC

Technical Support Coordinator I for Verizon Wireless

Skills Applied: Complex Technical Support, Excellent Customer Service, HTML with CSS and Javascript

- ✓ Created multiple troubleshooting guides and HTML web tools
- ✓ Tests and troubleshoots current and unreleased devices
- ✓ Worked on an elite project, which included: researching scenarios, documenting better troubleshooting techniques, diagramming the experience flow, and creating a complete summary presentation intended for engineers and executives

2009 – 2010

Taylors, SC

Freelance Game Sound Designer

Skills Applied: Audio Design, Game Design, Sony SoundForge, ProTools, Audio Processing, Foley

- ✓ Designed music and sound effects for a Austrian children's Flash MMO: **Nasubia** (<http://www.nasubia.com>)
- ✓ Extensive hands-on experience working with: SCRUM software development, SVN repositories, Jira for issue tracking, XML for level and stage management, and Confluence for internal dialog and documentation

2008 – 2009

SMERC Design, Inc.

Brooklyn, NY

Level and Game Design / Assistant Producer

Skills Applied: Technical Documentation, Team Coordination, Project Management, ActionScript 3 (Flash) with XML Development

- ✓ Assisted with production: coordinating two offices for game development tasks, working out problems between artists, programmers, and designers, creating design documentation for all development teams
- ✓ 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*

RECENT EDUCATION

CompTIA A+ Certified (Code FYZE0R6LDL4QCTWZ) and **CompTIA Network+ Certified** (Code 2STZ5MZJHCVQQDNF)

2009

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

New York, NY

Master of Music in Music Technology

Skills Applied: Academic Research, White Paper Writing, ActionScript 3 (Flash) and Java Applet Development

- ✓ Constructed two separate generative, real-time interactive soundtrack engines in Java working with a Flash-based game for my thesis, "Exploring Reactive Video Game Soundtrack Design in JMSL and JSyn." [Sites: [PAC-Type](#) and [Thesis Hunter](#)]
- ✓ Created a short audio-puzzle game via the Unreal Tournament 3 engine, *Reset*, with a small team as a final project
- ✓ 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

2007 Moravian College

Bethlehem, PA

Bachelor of Music in Composition and Jazz Saxophone Performance

- ✓ Spearheaded new performances with interactive technology, including live performance feedback for saxophonist in the piece *Chronophonic* (2005) or electronic accompaniment for jazz quartet in *resophonic* (2007)

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 the Audio Engineering Society](#)
- ✓ "[ANNAGENISI: Recreating a Forgotten Sound](#)" was bound and published via Reeves Library at Moravian College