

Wenqi (Ivy) Xu

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GAME AUDIO EXPERIENCE

Audio Designer, Composer and Technical Implementer 2020 – present

Freelance for various game projects, sample projects include:

- [Snake Crush](#) - technical sound designer and composer
- [Myths of Rules](#) - technical sound designer and composer
- [Summer Days: Town of Long Mian](#) - sound designer and composer
- Other unannounced projects

Audio Lead - AGP Project [Eye 4 Eye](#) May 2022 – June 2023

University of Southern California, Los Angeles, CA

- Designing and implementing audio scheme for the entire game project
- Making sfx assets and implementing them into FMOD and Unity
- VO processing and adaptive music implementation
- Regular communication with other leads and team members

Sound Designer - USC Games January 2022 – present

University of Southern California, Los Angeles, CA

- Designed audio for MFA projects and trailer: [Cervus Blade](#), The Cleaner, The Mountain Calls
- Designed audio assets for AGP projects: [Bounty Heart](#) and [Social Moth](#)
- Recorded and processed raw voiceover files for Social Moth

Technical Sound Designer May 2021 – December 2021

Salt Sound Studio, Beijing, China

- Designed and produced sound effect assets for commercial and indie games
- Integrated sound assets into middleware packages using CRIWARE and Wwise
- Playtested and troubleshoot sound systems for games

Studio Intern June 2019 – August 2019

Remote Control Productions, Inc., Santa Monica, CA

- Assisted with daily studio work and observed composer work

EDUCATION

Master of Science in Computer Science: Game Development Graduated May 2023

University of Southern California, Los Angeles, CA

Bachelor of Arts in Computer Science and Music August 2016 - May 2020

Grinnell College, Grinnell, IA

DIS Study Abroad Program: Game Development August 2019 – December 2019

DIS in Copenhagen, Denmark

SKILLS

Softwares Reaper, Ableton Live 10, FMOD, Wwise, Unity, Unreal Engine (4 and 5), Adobe Audition

Programming C#, Java, Python, C/C++ **Version Control** Perforce, Github, SVN

Personality Enthusiasm on game audio, diligent ears, attentive to details