

REBECCA ROMAN

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OBJECTIVE

I am a game designer, composer, and sound designer with a background in level design and electronic music production seeking an internship in the field of Game Design or Game Sound Design for Summer 2019.

EDUCATION

Master of Arts, Media and Information | GPA: 4.0/4.0

Expected May 2020

Michigan State University, East Lansing, MI

Linked BA/MA Program

Concentration in Games, Film, and Transmedia

Certificate in Serious Game Design

Bachelor of Arts, Media and Information | GPA: 3.6/4.0

Expected May 2019

Michigan State University, East Lansing, MI

Minor in Game Design and Development, Program ranked #7 in North America by Princeton Review in 2018

Minor in Computer Science

Honors College

EXPERIENCE

Sound Designer, Composer | **Games for Entertainment and Learning Lab**

Summer 2018 - Present

Produced sound effects/music and designed unique audio systems for four company projects including:

- UI and ambient puzzle music for Quantum 3, a physics based match 3 game that teaches quantum physics.
- Character voice lines and soundtrack for Monster Savings, an endless runner that teaches financial literacy.
- Item sound effects and battle music for Plunder Panic, an award winning pirate themed party game.
- Ambience for When Rivers Were Trails, an adventure game that centers around Native Americans in the 1890s.

Instructor | **Michigan State Media Camps**

Summer 2018

Taught basic game design principles and an introduction to Unity3D to middle/high school students.

Virtual Reality Research Intern | **Media and Information Research Laboratory**

Fall 2018 - Present

Assistant to Dr. Rabindra Ratan, East Lansing, MI

Collaborated with researchers and developers to develop a mobile narrative game that induces empathy.

Professorial Assistant | **iVerse Laboratory**

Fall 2016 – Spring 2018

Assistant to Dr. Taiwoo Park, East Lansing, MI

Designed and programmed a haunted house escape room virtual reality game.

SKILLS

Software/Systems: Cubase, Reason, Audition, Python, C++, C#, Unity3D, Adobe Illustrator, Adobe Photoshop

Game Design/Other: Music Composition, Level Design, Systems Design

OTHER PROJECTS

- **Lika** (Sound Designer, Composer) – composed an orchestral piece for each of the four seasons that added instrument layers to the mix when the player picked up a collectible.
- **Everything is Magnet** (Sound Designer, Composer, Level Designer) – composed a progressive soundtrack that becomes more involved through each level and designed puzzle rooms.

ADDITIONAL INFORMATION AND HONORS

- 2017 - Present: Dean's List, Michigan State University College of Communication Arts and Sciences
- 2016 - Present: Michigan State Honors College Scholarship
- 2016 – Present: Competitive League of Legends Player, ranked Diamond IV (top .5% of players in North America)
- 2015 - Awarded 1st Degree Black Belt in Hup Kwon Do

References Available Upon Request