

Etaba Assigana

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Game Designer

Objective

I am interested in developing my skills as a game designer.

Work Experience

Sony Computer Entertainment America LLC

May 2014 – August 2014

As a music intern I was responsible for editing source cues and creating derived cues for in-game implementation on several AAA titles. I also aided in live studio recording and music curation/research.

International Code Design, Inc.

April 2013 – August 2013

As a multimedia consultant I was responsible for front-end web design and maintenance for our client, video production (casting, directing, producing & editing) for company advertisements, graphic design, and social media promotion for the company.

Education

Carnegie Mellon University, Entertainment Technology Center

September 2013 – May 2015

Master of Entertainment Technology (M.S.) in Pittsburgh, PA

Georgia Institute of Technology

September 2008 – December 2012

Bachelor of Science in Computational Media in Atlanta, GA

Projects

The Order: 1886™ (SCEA in San Mateo, CA)

July 2014 - August 2014

Music Intern

As part of my music internship at Sony, I was responsible for editing source cues and creating derived cues to be implemented into the game.

inFAMOUS™ First Light (SCEA in San Mateo, CA)

July 2014 - August 2014

Music Intern

As part of my music internship at Sony, I was responsible for editing source cues and creating derived cues to be implemented into the game. I also tested the game to ensure quality of music including: proper triggering, output levels, etc.

Natural Rhythm/Music in Motion (CMU, ETC in Pittsburgh, PA)

August 2014 – December 2014

Game Designer, Sound Designer, Producer

As a 4-person team we created two games to augment the music curriculum of lower and middle school students in the Elizabeth Forward School District. The games utilize the SMALLab™ embodied learning platform to help students practice rhythm, notation, and staff-reading in music.

TF-CBT: Triangle of Life (CMU, ETC in Pittsburgh, PA)

January 2014 – May 2014

Creative Director, Game Designer, Composer/Sound Designer, Writer

As a 7-person team we created an animal-themed, transformational, mobile game intended to help children suffering from cognitive trauma learn to think more positively. Our project paper was published in the Association for Computing Machinery's SIGCHI Symposium in Computer-human interaction in Play.

Software Skills

Microsoft Office, Google Docs, OpenOffice, Windows & OSX, Adobe CC, Autodesk Maya (basic)