

Elgin Ciani

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 www.elginciani.com

Professional Experience:

June 22 - Jan 23 **Red Lens Games; Software Engineer**

- Shipped feature updates for Minecraft.
- Resolved bugs and feature level work items.
- Collaborated with cross discipline teams.
- Converted legacy systems to quality modern architecture.
- Wrote automated tests to ensure game stability and prevent regression.

Jan 22 - Dec 22 **Diversified Sound; Front of House Engineer, Stagehand**

- Set up and adjusted stage equipment, instruments, and PA.
- Checked technical equipment to confirm proper function and performed troubleshooting to alleviate issues.
- Mixed live performances to ensure quality sound throughout show.

Nov 21 - Present **Halfmoon Interactive; Software Engineer, Audio Lead**

- Developed and directed audio related work improving product quality and user experience.
- Implemented the backend and API interface layer for an inventory management system using SQLite and NodeJS.
- Inventoried and managed relational database for an entertainment business, saving time with equipment handling.

May 19 - Aug 19 **DigiPen Project FUN; K-12 Summer Teacher**

- Developed course curriculum to educate kids of varying strengths.
- Promoted constructive behavior by cooperating with those in need.
- Mentored and facilitated students in pursuing high school credits.

Academic Experience:

Oct 17 - Dec 19 **Paper Dream; Audio Programmer, Sound Designer**

- Designed and integrated FMOD audio engine for *Folding Fang*.
- Composed, mastered, and implemented all sound effects and a dynamic soundtrack for *SpaceTime* using Wwise.
- Actively mitigated issues in the development environment by migrating the project from Wwise to FMOD Studio.

Jan 17 - Apr 17 **Section_B; Producer, Sound Designer**

- Coordinated a team of 4 engineers under a high-stress environment that required efficient time allocation.
- Integrated FMOD Core into a custom engine.
- Incorporated sound effects and composed original soundtracks.

Education:

Sep 16 - Dec 20 **BS: in Computer Science and Digital Audio**
DigiPen Institute of Technology

Skills

Technologies

- Visual Studio
- Git, SVN
- Command-line interface
- Unity Engine
- Adobe Photoshop
- Windows, Mac, Linux

Languages

- C, C++
- Python
- HTML, CSS
- SQL

Audio

- FMOD Core API
- FMOD Studio
- Wwise
- Adobe Audition
- Audacity
- Music Composition
- Logic Pro X
- Pro Tools (Familiar)

Misc

- Communication
- Customer Service
- Leadership
- Organization
- Writing
- Digital Art
- Game Design
- Slack