# HARRISON KURTZ

## GAME PROGRAMMER AND SOUND DESIGNER

**Contact:**
h.kurtz.dev@gmail.com

**Portfolio:**
harrisonkurtz.com

### EDUCATION

**BS in Computer Science: Game Design**, Minor in Electronic Music
University of California, Santa Cruz; Graduating June 2022; GPA: 3.94

### SKILLS

C#, C++, Javascript, and Python       Ableton Live, Reaper
Unity Engine, Wwise, FMOD             Analog and digital sound synthesis

### RELEVANT PROJECTS

**Sound Designer, Composer, and Programmer, *Smithworks***
**(UCSC Senior Capstone Game); Santa Cruz, CA — July 2021-Present**
- Implement lightweight networked audio system which allows for SFX overrides for different item types and cuts back on dependancies in Unity and C#
- Compose dynamic score which re-orchestrates using Wwise

**Sound Designer, Composer, and Programmer, *Invicta Vitae***
**(UCSC Senior Capstone Game); Santa Cruz, CA — January-June 2021**
- Recorded and synthesized original human, monster, and machine sound effects which I implemented in Unity and Wwise
- Programmed dynamic sound visualizer for accessibility in stealth mechanics
- Assisted game designers in developing concrete design documents

**Composer, *Tacti-Kidz* (Capstone Game); Santa Cruz, CA — January-June 2020**
- Composed gameplay and theme music for light-horror, strategy game

### WORK EXPERIENCE

**Prep Cook, Flashbird Chicken; Santa Cruz, CA — August 2021-Present**
- Formulate daily prepping plans to sustain stock of sauces, chicken, and sides
- Ensure attention to detail when following recipe procedures, measurements
- Construct weekly orders to suppliers for fresh ingredients
- Maintain sanitary kitchen environment

**Video Producer, Magus Instrumentalis; Santa Cruz, CA — March-Sept. 2021**
- Created social media video content for experimental software instruments
- Developed marketing strategies for future products

**Sales Associate, N'ice Cream; Playa Vista, CA — Summers 2018 & 2019**
- Operated point of sale system and assisted customers
- Kept kitchen and storefront clean throughout shift and during closing

**Programming Intern, Heavy Iron Studios; Los Angeles, CA — May 2018**
- Programmed AI behaviors and procedural animation for Unity game prototype
- Worked collaboratively under task management system