JIMI STINE
Technical Sound and Narrative Designer

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Education

University of Southern California, 2024 — MFA: Interactive Media and Game Design
New York University, 2018 — BA: Narrative Design for Interactive Media, summa cum laude

Skills

Game Engines —	Unreal + Blueprint	Unity + C#	Twine	Inklewriter	Yarn Spinner
Creative Tools —	Illustrator	Photoshop	Wwise	Audition	Adobe XD
Design —	Narrative Design	Game Design	Sound Design	Level Design	Worldbuilding
Workflow —	JIRA/Agile	Google Sheets + Google Suite		Microsoft Excel + Microsoft Office	

Select Projects

BRINKMANSHIP
Director   *Unity, C#, Yarn Spinner, Wwise* | Launching on Steam May, 2024
Brinkmanship is a first-person sci-fi thriller about a colony ship gone mysteriously off course. I am directing a team of more than 20 people to create a deeply-branching, fully voice-acted, 20-minute experience for my MFA thesis.

RADIO EXURBIA
Co-Creator, narrative & sound designer, developer   *Unreal Engine, Blueprint, Wwise* | Shipped November, 2022
Radio Exurbia is a driving exploration game about uniting disparate communities. Players swap between urban and rural realities at will to solve environmental puzzles and navigate automotive platforming sequences. Developed a robust camerea and car controller combined with Rev granular synth plugin via Wwise to create authetic driving experience tailored to our specific needs.

DAVID BOWIE IS
Project manager, designer, developer, archivist   *Unity, C#, AR Core, AR Kit* | Shipped to iOS + Android January, 2019
An AR adaptation of the legendary exhibition by the same name, *David Bowie is* reimagines the museum experience. The app features all of the show's 400+ items and is narrated by Gary Oldman. DBI was awarded a Gold prize at the German Design Awards and a Webby.

Experience

Respawn Entertainment — ***Sound Design Intern*** *Star Wars FPS*, Summer 2023
Hired to work full time on project beginning May 2024. Audio implementation, SFX and event setup in Wwise, hooking those events into triggers and volumes in Unreal. Edited and processed over 2,000 foley clips in Reaper, then auditioned them in-engine before making selects. Created test level for material surface auditioning. Presented demos of work to entire studio. Collaborated with other departments to provide feedback on audio in various contexts.

Sony Immersive Music Studios — ***Sound and Cinematics Design*** *Summer Associate*, 2022
Collaborated with 5 other associates to design and develop an immersive music experience in under 10 weeks. Designed and implemented all sound effects including dozens of ambient soundscapes and responsive, dynamic audio elements. Leveraged Wwise to organically integrate music and spatialized settings. Directed and developed 5 unique cinematics using Unreal Engine 5's Sequencer to elevate the project and highlight key information for the player. Presented weekly live demos to entire Sony Immersive Music Studios team. Recorded, edited and presented 20-minute project showcase to Sony Music's President of Global Digital Business and his executive leadership team.

New York University — ***Adjunct Professor***, *Games 101*, 2019–2021
Led recitations to instruct students as they engaged with games both ancient and modern. Facilitated discussions, graded weekly critical essays, quizzes, mid-term and final papers. Worked with other faculty to alter the course and overcome the challenges of remote instruction in Spring 2020.

Infinite Objects — ***Senior Producer***, 2019–2020
Founding member, conceptualized new products, developed brand identity. Head of fulfillment, logistics, and customer service, responsible for content generation and prototyping for corporate and artistic partners.

Planeta Inc. — ***Designer & Developer***, 2017–2019
Conceptualized, developed, and released award-winning VR experiences for headset and mobile platforms using Unity. Researched and strategized for other in-house interactive software and hardware prototypes. Deck generation for new projects using Adobe InDesign. Photo, video, and copy generation and editing in Photoshop and Premiere.