

Giavanna Lang

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EDUCATION

University of Southern California, Viterbi School of Engineering
Bachelor of Science in Computer Science (Game Development)
Masters of Science in Computer Science

Expected May 2025

EXPERIENCE

Blizzard Entertainment - *Diablo IV*: Audio Design Intern

June 2024–September 2024

- Edited and Implemented 600 unique NPC town vocalizations for “Nahantu” region of *Diablo IV: Vessel of Hatred* expansion using tools in **proprietary engine, Axe, and Reaper** with **Waves plugins**
- Set up random containers with volume and pitch modulation in Wwise to ensure unique vocal expressions during any given play session; Utilized Wwise **Real-Time Parameter Control (RTPC)** for *Diablo IV* “SoundMod” values, associating Wwise audio containers to distinct actors in Axe engine
- Designed and implemented 20+ sound effects for “Spiritborn” class armor set abilities in **Wwise** and **Reaper**

Activision/Sledgehammer Games - *Call of Duty Modern Warfare 3*: Audio Design Intern

June 2023–August 2023

- Proficiently operated **proprietary audio implementation tools** like APE, Audio Manager, and Sound Monitor within the CoD MW3 framework to incorporate physics-based destruction sound effects into multiplayer maps
- Demonstrated strong audio editing skills by **refining and editing 6 field recording sessions**, while meticulously adding metadata for seamless integration into Sledgehammer Games Audio Libraries
- Participated in field recording sessions and configured microphone setups to capture player and enemy Foley

USC School of Cinematic Arts - Game Design Workshop: Student Assistant

August 2022–May 2023

- Student aide who assisted with weekly lectures and gave design feedback to student prototypes

PROJECTS

Student Project - *Lucerna*: Project Lead, Engineer, Technical Audio Implementer

August 2024–Present

- Developing a 3D adventure game in **Unity/C#**; designing and programming a robust flight-based player controller
- Implementing in **Wwise** with **custom audio manager singleton** to unify audio calls and specify sound attributes
- Collaborating with 2 external audio designers and 1 composer; guiding audio direction toward a tonal soundscape
- Created RTPC effect to simulate wind gust changes as the player increases and decreases flight motion

USC Advanced Games Project - *Sorelle*: Creative Director

April 2023–September 2024

- Led team of 54 student volunteers developing a captivating stylized 3D Puzzle-Platformer in **Unreal Engine 5**
- Directed communication, delegation, and collaboration across all core development teams, ensuring the execution of the game's creative vision
- Led the design of core gameplay mechanics including unique character powers; oversaw and implemented level designs, and crafted unique environmental puzzle interactions using **C++ and Blueprint Scripting**
- Created all in-game cutscenes and led environment art set dressing for the town, realizing a stylized, magical world

USC Advanced Games Project - *Manas*: Technical Audio Lead

May 2022–May 2023

- Led the technical implementation of the audio systems for the third-person historical action game, employing **Unreal Engine 5's Blueprint Scripting** and **FMOD** to integrate and optimize all audio assets
- Utilized **FMOD dynamic parameters** in Unreal Engine scripts to create a state-changing music system reactive to the player's conditions in combat and game progression, resulting in an action-packed auditory experience
- Applied knowledge of Unreal Engine to implement interactive ambience systems, animation-timed sound effects, cutscene audio, and spatialized sounds, crafting an immersive, realistic, and culturally accurate soundscape

Open Alpha USC - *Equinox*: Engineer and Audio Designer

August 2021–December 2021

- Programmed miniboss AI behavior and player mechanics; composed *Distant Memory* and *Lunar Reflection*

SKILLS & LANGUAGES

Computer Languages & Game Engines: C++, C#, Java, C, Python, Unreal Engine, Unity

Software: Perforce, Git, Reaper, Ableton, Soundminer, Wwise, FMOD, Adobe Suite, Autodesk Maya

Relevant Coursework: Data Structures & Object-Oriented Programming, Video Game Programming, Unreal Gameplay Programming, Music Technology

AWARDS

USC Presidential Scholarship Recipient

April 2021

KPMG Future Leaders Scholarship Recipient

April 2021