

Giavanna Lang

Los Angeles, CA 90089 • (425) 240-2701 • gia.arah@gmail.com • LinkedIn: [@gia-lang](https://www.linkedin.com/in/gia-lang) • <https://giaarah.github.io/>

EDUCATION

University of Southern California, Viterbi School of Engineering

Expected May 2025

Masters of Science in Computer Science

Bachelor of Science in Computer Science (Game Development), *magna cum laude*

EXPERIENCE

Blizzard Entertainment - *Diablo IV*: Audio Design Intern

June 2024–September 2024

- Edited and Implemented unique NPC town vocalizations for “Nahantu” region of *Diablo IV: Vessel of Hatred* expansion using tools in proprietary engine, **Axe**
- Set up random containers with volume and pitch modulation in **Wwise** to ensure unique vocal expressions during any 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 20 distinct sound effect variations 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
- Utilized audio editing skills in **Reaper** by refining and editing 6 field recording sessions, while meticulously adding metadata for integration into Sledgehammer Games Audio Libraries

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 - *The Lantern*: Engineer, Technical Audio Designer

August 2024–December 2024

- Directed development in **Unity** & **C#**; managed tasks & production for 2 developers and 3 audio designers
- Implemented comprehensive flight-based character controller with magic-casting ability, 2D puzzle system, and game management scripts resulting in robust and magical player experience
- Programmed spatialized audio management system with **Wwise** and **Unity scripting**, mixed in-game audio levels, implemented player wind **RTPC**, and created reactive music system based on player’s current game state

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 for an action-packed auditory experience
- Designed and Implemented interactive ambience systems, animation-timed sounds, and cutscene audio with **Reaper** and **FMOD mixing**, 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 in **Unity C#**; composed *Distant Memory* and *Lunar Reflection* with **Ableton Live**

SKILLS & LANGUAGES

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

Software & Plugins: Perforce, Git, Jira, Reaper, Wwise, FMOD, Adobe Suite, Autodesk Maya, Blender, Waves

Relevant Coursework: Data Structures & Object-Oriented Programming, Video Game Programming, Unreal Gameplay Programming, Music Technology, Programming Game Engines, Multimedia Systems Design, Virtual Production

AWARDS

USC Presidential Scholarship Recipient, KPMG Future Leaders Scholarship Recipient

April 2021