Giavanna Lang

Los Angeles, CA 90089 • (425) 240-2701 • gia.arah@gmail.com • Linkedin: @gia-lang • https://giaarah.wixsite.com/portfolio

EDUCATION

University of Southern California, Viterbi School of Engineering   *Expected May 2025*
Bachelor of Science in Computer Science (Game Development)
Masters of Science in Computer Science

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
- 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+ distinct 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 seamlessly 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

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

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 contributed as an environment artist to set dress 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

Student Project - *Egress*: Project Lead and Engineer   *April 2023–May 2023*
- Directed development of randomized puzzle game in **Unity/C#**, enhancing gameplay with algorithmic programming
- Programmed an efficient search algorithm for optimal move calculation, enhancing gameplay strategy
- Implemented a **toolset** to generate distinct portal colors using CIELab colorspace, improving visual clarity and player navigation

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, 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, Half Tuition   *April 2021*
KPMG Future Leaders Scholarship Recipient   *April 2021*