

Edwin D. Sookiassian

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OBJECTIVE

Hard-working and passionate game development graduate student looking for work in game and VR/AR/XR development.

EDUCATION

M.S. Computer Science: Computer Science (Game Development) September 2018 - May 2020

University of Southern California (USC), Los Angeles, CA

B.S. Computer Science: Computer Game Science September 2015 - June 2018

University of California (UCI), Irvine

WORK EXPERIENCE

Enosis-VR: Freelance Unity/UE4 Engineer June 2019-Present

World In A Cell: Lead Student VR Developer April 2019 - Present

- ❖ Worked with Alex Mcdowell to design and create a VR experience that represents the narrative of the creation of insulin in a pancreatic beta cell
- ❖ Leader of the team of student VR developers, responsible for delegating and tracking task progression
- ❖ Ported experience onto the Birdly and Positron Voyager motion platforms

ArtTech Design: Draftsman/Designer March 2018 - Present

- ❖ Work closely with clients to design buildings that satisfy both their vision and building and safety code requirements. Create 2D and 3D depictions of these designs using AutoCad and Chief Architect

GAME PROJECTS

Skyfarer: Mixed Reality Game for Shoulder Rehabilitation June 2019 - Present

- ❖ Engineering and Narrative lead for a USC Advanced Game Project, working with Prof. Marientina Gotsis and Dr. Vangelis Lympouridis
- ❖ Used an arduino chip combined with eight gametrack sensors to receive input data from an exercise rig which is then used to reflect the motion of the user during the exercise one-to-one in game with real time feedback for exercise quality to encourage proper exercise form.

UDAAN: Gamified Birdly VR Experience January 2019 - May 2019

- ❖ Project lead, gameplay, game, and sound designer for a new gamified Birdly experience, working in conjunction with Somniacs Studios and USC Viterbi

Discarded: UCI Capstone Game Project January 2018 - June 2018

- ❖ Lead game and sound designer for a somber themed, AI-focused, 2D platformer/metroidvania

TEACHING EXPERIENCE AND RESEARCH

USC XR Course Teaching Assistant(TA): TA/Course Producer June 2019 - Present

- ❖ Work with Dr. Vangelis Lympouridis to restructure the XR course and oversee student game projects. Provide technical support and guidance to students with VR/AR/XR, motion platforms and game engines.

Glendale Community College (GCC) Scholars Research Coordinator: Instructor/Mentor June 2017 - Present

- ❖ Help GCC students pick a topic of research, formulate their findings, and create a polished research project

Uteach Program: Undergraduate Instructor/Researcher June 2017 - June 2018

- ❖ Conducted research and taught a course on psychoacoustics and its relationship to video game development

SKILLS

Programming Languages: C#, C++, Python, Java, HTML, CSS, javascript

Design, IDE Tools & Office Tools: Visual Studio, Unity, UE4, AutoCad, IDLE, Maya, Microsoft Office

Interpersonal: Exceptional project leading, listening and mediating abilities in team oriented working environments.

HONORS AND AWARDS

USC Games Expo 2019: Jam City "Bazillion Dollar Idea" Award Winner May 2019

- ❖ Exhibited UDAAN, a gamified Birdly experience, to students and professionals.

REFERENCES

Available upon request