

Yuji Sato

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Work Experience

Sound Designer

2017 – Current

Freelance

- Created, edited, and integrated game audio using Reaper and Wwise into Unity and Unreal.
- Collaborated with clients from renowned institutions such as Carnegie Mellon University and University of Pittsburgh.

Sound Design Intern

January – August 2022

Obsidian Entertainment

- Contributed to a 100+ team in developing a AAA RPG, using Wwise, Reaper and Unreal Blueprints for audio creation, editing and implementation for character movement, ambiences, and combat.

Head TA

Fall 2021

Carnegie Mellon University

- Led a team of 14 TAs, supporting a class of 89 graduate students for the game development course, Building Virtual Worlds, organizing class materials, events, and course infrastructure.
- Spearheaded the creation of a 5 week workshop schedule with 30 sessions to supplement the course, providing students with the essential skills for programming, art, and audio roles.

Game Design/Sound Design Instructor

Summer 2021

National High School Game Student Academy, Carnegie Mellon University

- Taught game design and sound design classes, held workshops, and mentored high school students as a Game Design and Sound Design faculty member.
- Taught courses on feedback loops, playtesting, and paper prototyping.

Projects

Robber Barons: Tower Defense Game

October 2023

Game Designer, Programmer

- Created a tower defense game in Unity, building up game features using C# scripts.

Lyraflo: Music Theory Learning in VR

Fall 2021

Game Designer, Sound Designer

- Led a 5-person team in pitching and developing an immersive VR experience, employing physical interactions and dynamic audio-visual feedback to convey music theory to novices.
- Created paper prototypes for rapid idea testing and iterations
- Final prototype achieved a 90% success rate in conveying key musical concepts, including tonality and cadences, to testers without prior music knowledge after just one play session.

CivRep: Transformational Civic Learning RPG

Fall 2021

Narrative Designer, Producer, Sound Designer

- Researched and wrote content to accurately depict local government procedures and legislative processes through gameplay. Organized playtest sessions to inform iteration decisions.
- Rapid prototyping and iterations using Figma and Google Slides

Skills and Awards

- Proficient in Unreal Engine 4 + 5, Unity, Wwise, Reaper, Cubase, C# Scripting, Unreal Blueprints
- Recipient of Randy Pausch Award from Carnegie Mellon University, and Eugenie M. May Piano Award from UMass Amherst.

Education

Carnegie Mellon University, Entertainment Technology Center

May 2022

Master of Entertainment Technology

University of Massachusetts Amherst (UMass Amherst)

May 2019

B.A Economics, Minor in Piano Performance