

# 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.
- Developed dynamic sound effects and interactive music systems using Wwise's RTPCs, blend, switch, and random containers, and attenuations.
- Collaborated with clients from renowned institutions such as Carnegie Mellon University.

### 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.
- Collaborated with the Design team and an outsource audio team to integrate and polish dynamic combat and player status sound effects, while liaising with the QA team to debug audio issues.
- Developed a dynamic footstep system which adjusted footsteps to match terrain, and utilized blend containers to adjust footstep velocity to match player actions (e.g., crouching, sprinting).
- Conducted audio asset testing with Wwise Profiler to ensure compliance with mix standards.

### 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.

## Projects

### C.A.L.Y.P.S.O: Educational Cyber Security Game

September 2022 - June 2023

*Sound Designer, Music Composer*

- Created and implemented sound effects integrating music theory concepts like cadences and half cadences, enhancing the learning experience and player's sense of accomplishment.
- Constructed interactive music systems through C# scripting in Unity to dynamically transition background music across 5 intensity levels based on player actions.

### Lyraflo: Music Theory Learning in VR

Fall 2021

*Sound Designer, Music Composer*

- 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.
- 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.

## Skills and Awards

- Proficient in **Unreal Engine 4 + 5, Unity, Wwise, Reaper, and Cubase**
- 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, Game Sound Design Focus*

**University of Massachusetts Amherst (UMass Amherst)**

May 2019

*B.A Economics, Minor in Piano Performance*