

Yuji Sato

Composer and Sound Designer

Seeking sound design positions.

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yujisato.com

EDUCATION

Carnegie Mellon University, Entertainment Technology Center

Master of Entertainment Technology

May 2022

University of Massachusetts Amherst (UMass Amherst)

B.A Economics, Minor in Piano Performance

May 2019

EXPERIENCE

Head TA, Building Virtual Worlds

Entertainment Technology Center, CMU

Fall 2021

- ❑ Supported 89 students in multi-disciplinary teams making 5 virtual interactive experiences, each over the development span of 2 weeks.
- ❑ Facilitated course infrastructure, organized workshops, and led a team of 12 TAs to provide support for the class.

Sound Design TA, NHSGA

Entertainment Technology Center, CMU

Summer 2021

- ❑ Taught classes, held workshops, and supported high school students as a Sound Design and Game Design faculty member at the National High School Game Academy.
- ❑ Taught topics concerning sound editing, creating complex layered sound effects, basic composition skills, and basic skillsets in DAWs such as Reaper and Audacity.

ACADEMIC PROJECTS

Lyraflor: Music Theory in Virtual Reality, ETC

Sound Designer, Game Designer

Spring 2021

- ❑ Designed sonically driven VR experiences that conveyed and taught music theory concepts to musically naive audiences.
- ❑ Balanced audio and visual stimuli to draw the audience's attention to the subtle changes occurring in the soundscape.
- ❑ Designed modular music that could be customized by players to showcase how tonality can cause a vastly different mood and atmosphere with the same exact melody.

CivRep: Transformational Civic Learning Game, ETC

Sound Designer, Producer, Writer

Spring 2021

- ❑ Managed scheduling and communication between the team, faculty, and clients over the course of the semester.
- ❑ Organized and delegated tasks to team members.
- ❑ Researched and wrote content in order to accurately depict local government and legislative procedures in the game.
- ❑ Composed 3 soundtracks and created various sound effects and ambiances.

SKILLS

Music

Professional Pianist,
Music Composition,
Music Theory

Software

Audio

Cubase, FMOD, Audacity,
Reaper, Noteflight

Game Development

Unity, Perforce

Languages

Native Japanese and English

AWARDS

Eugenie M. May Award,

2018 (UMass Amherst)

Received an award for a student who possesses extraordinary musical talent in the area of Piano Performance/ Collaborative Piano and who makes exceptional contributions to the musical life of the Music Department.

Bowdoin and Brevard Music Festivals

Accepted into prestigious music festivals where I collaborated with a variety of musicians and performed various musical works in a 3 week time span. Learned about team management and conflict resolution in a high stress environment.