

# Yuji Sato

## Composer and Sound Designer

Seeking sound design positions.

978.496.0790

[14satoy@gmail.com](mailto:14satoy@gmail.com)

[yujisato.com](http://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.

## PROJECTS

### Avowed, Obsidian Entertainment

Audio Design Intern

February - August 2022

- ❑ Created audio assets using Reaper and Wwise for in-game actions and ambiences.
- ❑ Implemented audio assets using both Wwise and Unreal 4 + 5 for creatures, weapons, character actions, and ambiences.
- ❑ Coordinated with developers from other disciplines to collaboratively resolve challenges.

### Lyraflor: Music Theory in Virtual Reality, ETC

Sound Designer, Game Designer

Fall 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.

## SKILLS

### Music

Professional Pianist,  
Music Composition,  
Music Theory

### Software

#### Audio

Cubase, Wwise, FMOD,  
Audacity, Reaper

#### Game Development

Unity, Unreal, Perforce

### Languages

Native Japanese and English

## AWARDS

### Pausch Award,

2022 (CMU)

The Pausch Award is inspired by and in honor of ETC co-founder Randy Pausch is awarded to the ETC graduate who best epitomizes interdisciplinary leadership through artistic, technical and interpersonal initiative growth and excellence.

### Eugenie M. May Award,

2018 (UMass Amherst)

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.