

# Yuji Sato

**Composer, Sound Designer, and Game Designer**

Seeking sound design and game design positions.

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[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

**Composer and Sound Designer**

**Give Up the Ghost, Gingerbread Hag**

Spring 2020

- ❑ Student project games developed for PC
- ❑ Composed 6 music pieces and also designed sound effects for the game as a volunteer sound designer.

**Aer**

Summer 2017

- ❑ 2D platformer student project developed for the Cave platform
- ❑ Composed background music and designed sound effects for the game as a volunteer sound designer.

## ACADEMIC PROJECTS

**CivRep: Transformational Civic Learning Game, ETC**

Spring 2021

**Producer, Writer, Sound Designer**

- ❑ 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.
- ❑ Designed sound effects and composed music

**Building Virtual Worlds, ETC**

Fall 2020

**Sound Designer, Producer**

- ❑ Successfully implemented 5 projects through prototyping, development and collaboration with designers, artists, and programmers
- ❑ Composed a variety of music and created sound effects for projects
- ❑ Maintained strong team dynamics among individuals from diverse backgrounds and varied creative perspectives
- ❑ Managed scheduling and communication between team and faculty in a remote environment.

**Visual Story, ETC**

Fall 2020

**Sound Designer, Producer, Editor, Writer**

- ❑ Wrote stories and narratives, produced storyboards for animated short works and interactive projects.
- ❑ Edited projects in Premiere based on faculty and peer feedback
- ❑ Managed scheduling and communication issues in a remote environment
- ❑ Composed soundtracks

## SKILLS

### Music

Professional Pianist

Music Composition, 7 years

### Software

#### Audio

Cubase, Audacity, Noteflight, Adobe Audition

#### Creative

Premiere, Powerpoint, Perforce, Zoom, Unity

### Languages

Native Fluency in Japanese and English

## AWARDS

**Eugenie M. May Award, 2018  
(UMass Amherst)**

Established by faculty member and former Department Chair Ernest M. May in memory of his grandmother, 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 Department.*

**Bowdoin and Brevard Music Festivals**

Applied to and accepted into prestigious music festivals where I *collaborated with a wide variety of musicians* to learn and perform various musical works in a *two to three week time span*. Learned about *team management and conflict resolution in a high stress environment.*