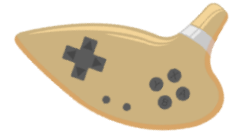


Drew Osik

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Portfolio: <http://www.drewosik.net>



Skills and Tools

Leadership: Logic, Critical Thinking, Problem Solving, Attention to Detail, Management, Instructing, Training

Design Fundamentals: Playtesting, Usability Testing, Manual QA Testing, Paper Prototyping, Wireframing, Gestalt Principles, Game Design, Gamification, Data-driven Decision Making

Audio: Music Theory and Composition, Sound Design, DAW, Pro Tools, FL Studio, FMOD, Wwise, Audition, MuseScore, Adaptive Audio, Audio Implementation (Unity)

Visual: Vegas Pro 15, Premiere, Photoshop, Illustrator, GIMP, Color Theory, Perspective, Anatomical Proportions

Programming: C#, HTML, CSS, JavaScript, Scala, Python

Other: Microsoft Word, Excel

Work Experience

Lead Composer, Sound Designer, and SCRUM Lead at Artii Games, New Haven, CT | January 2018 – Present

- Created and maintained an immersive soundscape
 - Composed, designed, integrated, and mixed adaptive music and SFX in Unity
 - Wrote a sound design document for guest composers and sound artists to follow
- SCRUM Lead – Kept the team on track by organizing and prioritizing tasks on Trello
- Facilitated meetings
- Conducted and participated in playtests and QA tests
- *TimeTekker* Steam Page: <https://store.steampowered.com/app/849680/TimeTekker/>
- *AstroViking* Steam Page: <https://store.steampowered.com/app/903580/AstroViking/>

QA + UX Tester at Worcester Polytechnic Institute, Worcester, MA | August 2018 – December 2019

- Greatly improved UX by testing mobile apps, documenting and reporting bugs on Trello
- Received feedback from users, documented pain points, and proposed UX solutions to developers
- Improved workflow by standardizing the bug report format
- Certified for IRB – represented research team on Facebook

Lead Instructor at iD Tech, Southborough, MA | June 2017 – July 2018

- Taught children various game engines (Stencyl, Fusion, RPG Maker) as well as the iterative process of designing for players/users
- Spoke directly with parents about what their children were learning and how they were doing in class
- Mentored instructors and taught them how to deal with challenges of the job

Education

Worcester Polytechnic Institute, Worcester, MA | Fall 2018 – December 2019 (GPA: 3.7)

- *Master's* in Management

Quinnipiac University, Hamden, CT | Fall 2014 – Spring 2018 (GPA: 3.8)

- *Bachelor's* in Game Design & Development with minors in Music and Philosophy
- *Dean's List*, Fall 2014 – Spring 2018