

John Greska

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SUMMARY

Dynamic and innovative Technical Audio Designer with over 6 years of experience, combining audio knowledge and DAW expertise with middleware integration into various software. Proficient in a broad spectrum of technologies, including FMOD, Wwise, Logic Pro X, Pro Tools, Unity, Unreal, Python, and C#, complemented by a strong background in language learning and modern recording practices. Proven ability in leading cross-functional teams to conceive, develop, and maintain sophisticated products as they move from conception to development to completion. Adept in fostering collaborative work environments and optimizing operational efficiency. Co-Founder of a company with over 30 members, underscoring a reliable and trustworthy professional ethos. Committed to continuous learning, pursuing an N1 (full proficiency) in Japanese, and bringing a versatile skill set coupled with proactive problem-solving abilities to drive team success and innovation in technical audio implementation.

EXPERIENCE

Co-Founder, Audio Lead Trashfire Games

01/2023 - Present, Remote

- Spearheaded cross-functional teams in game development, integrating members from various fields in order to create a product that adequately demonstrates each members' ability to shine in a game development environment.
- Conceptualized and implemented scriptable object system with programming team for a more accessible way of implementing audio into various gaming scenarios.
- Actively contributed to game build reviews and maintained comprehensive technical documentation, ensuring adherence to the highest build quality and consistency standards.
- Instrumental in developing and launching the game's audio system, combining Unity's base audio system with FMOD Middleware, effectively showcasing the high level of experience our audio team has.

Library Assistant Acorn Public Library

12/2022 - Present, Oak Forest, IL

- Administered the systematic intake of library materials, ensuring accurate cataloging and organization, while enforcing library policies with fines for overdue materials, demonstrating commitment to resource availability and timely return.
- Facilitated the reservation process by strategically placing books on hold for patrons, enhancing accessibility and customer satisfaction.
- Maintained the order and aesthetic of the library by meticulously shelving books and executing routine shelf maintenance, including dusting and arrangement.
- Orchestrated the issuance of library cards, fostering seamless access to resources for new patrons.

Freelance Audio Editor Freelance

03/2020 - Present, Remote

- Employ advanced audio editing skills and techniques to meticulously craft and refine projects for both personal and client endeavors.
- During the pandemic hiatus, proactively invested time in expanding skill sets, initiating innovative projects, and exploring new professional ventures, demonstrating a commitment to continuous improvement.
- Independently undertook the entire production cycle – recording, editing, mixing, and mastering – of a series of self-released music projects during the pandemic, showcasing a multifaceted proficiency in audio production and a dedication to artistic expression.

Editing Intern Cutters Studios

01/2020 - 03/2020, Chicago, IL

- Executed time-sensitive tasks with precision and efficiency, showcasing an unwavering commitment to meeting stringent deadlines.
- Gained valuable insights into professional sound engineering through dedicated shadowing during diverse recording sessions, contributing to a comprehensive understanding of industry practices.
- Provided exceptional hospitality services, including the accurate fulfillment of client orders and managing culinary requests to

enhance the overall client experience.

- Demonstrated meticulous attention to detail by ensuring the pristine condition of rooms post-client sessions, upholding the highest standards of professionalism and client satisfaction.

Audio Producer

05/2019 - 08/2019, Chicago, IL

Chicago Filmmakers

- Played an integral role in orchestrating the seamless setup of audio and other essential components for children's programs, contributing to the immersive and engaging experiences of young audiences.
- Took charge of meticulously configuring and testing audio setups for nightly showings, ensuring a flawless audiovisual presentation that heightened the overall quality of the events.
- Innovatively conceptualized and produced a captivating podcast for Chicago Filmmakers' social media platforms, effectively leveraging the power of audio storytelling to enhance the organization's digital presence and community engagement.

Student Recording Intern

01/2019 - 02/2019, Urbana-Champaign, IL

UIUC Music Department

- Exemplify mastery in capturing the essence of student and faculty recitals through the deployment of professional-grade recording techniques, ensuring an unparalleled auditory experience.
- Skillfully curate, edit, and systematically organize recordings, delivering a refined product promptly to performers, thereby enhancing the overall artistic and archival value.
- Showcase technical expertise in audio production, encompassing precision microphone setup, meticulous level monitoring, and comprehensive knowledge of advanced software such as Samplitude, underpinning a commitment to achieving the highest standards in sound engineering.

Sound Designer

06/2017 - 10/2019, Remote

Titanic Games

- Drove the triumph of the company's initiatives by spearheading diverse audio-related responsibilities, orchestrating the seamless integration of cutting-edge sound design to elevate the overall user experience.
- Played a pivotal role in the ideation and conceptualization of innovative game projects, contributing significantly to the realization of compelling gaming experiences.
- Demonstrated advanced proficiency in industry-leading software, including Unreal Engine, Unity, and FMOD, showcasing a mastery of the technological landscape crucial to contemporary game development. Notably, executed and completed projects such as Waffle Tycoon (no longer accessible via the web).

EDUCATION

Bachelor of Arts in Music Technology

University of Illinois at Urbana-Champaign • Urbana-Champaign, IL • 2019 • 3.77 GPA

CERTIFICATIONS

University of Illinois at Urbana-Champaign | Bachelor of Arts in Music Technology

08/2016 - 12/2019

SKILLS

Logic Pro X | Reaper | Pro Tools | Unreal Engine | Unity | Wwise | FMOD | Perforce | Git | Android | iOS | Python | C# | Java | English | Spanish | Japanese | Audio Recording | Sound Design | Audio Mixing | Music Composition | Foley | Disciplined | Creative | Critical Thinking | Collaborative | Organized | Dedicated | Communication Skills | Prioritization