

Giovanni Librizzi

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Education

California Polytechnic State University, San Luis Obispo Sept. 2020 – June 2024
Bachelor of Science in Computer Science, 3.4 GPA

Skills

- **Tools:** FMOD, Ableton, Unity, Git, Visual Studio, Jira, Slack, Trello, Notion
- **Programming Languages:** C, C++, Python, C#, Java, SQL
- **Coursework:** Game Design, Interactive Entertainment Engineering, Music Theory, Software Eng.

Experience

Cal Poly Game Development Club, Officer and Secretary Jan. 2022 – June 2024

- Wrote and presented weekly meetings about game design, assets, and development
- Arranged and participated in quarterly 48-hour game jams
- Collaborated with members to create games and learn together

Cal Poly ITS Service Desk, Student Assistant Oct. 2021 – June 2024

- Extensively used Jira to respond to and submit customer tickets
- Took calls from students/faculty and assisted them with technical issues
- Communicated with different teams throughout the campus through Slack and Jira

Projects

Senior Project - Adaptive Game Audio (FMOD, Unity, Ableton) June 2024

- Created a game using Unity and FMOD that focused on creating a dynamic musical experience
- Processed 16 separate audio tracks for 2 songs that change based on player and enemy state
- Implemented custom FMOD API methods to synchronize sound effects to the music's rhythm
- Utilized FMOD snapshots and groups to add reverb to sound effects in certain areas

Final Project - Alien Invasion (Unity, GitHub) March 2024

- Collaborated with a team of 5 to create a full tower defense game in six weeks
- Implemented robust UI, input/collision, and shop systems, as well as music and sound effects
- Consolidated team members' changes and helped fix merge conflicts our group encountered

Game Jam - Sinusoidality (C#, Ableton) Jan 2022

- Used the C# Monogame framework to create a game without an engine in 48 hours
- Created custom sounds and music exclusively using an '80s synthesizer (Roland Alpha Juno 2)

Original Musical Works - Woe Boys (Ableton) 2020 - present

- Used Ableton extensively to record instruments and mix two full EPs for my band
- Experience mixing drums recorded using various mic configurations from 2 to 8 microphones
- Utilized iconic keyboards such as Roland JX-3P, Yamaha DX7, Fender Rhodes, Hohner Clavinet