Samantha Mroz

Charlotte, NC | (540) 553-2570 | mrozsamantha@gmail.com

EDUCATION:

University of North Carolina at Charlotte, Charlotte, NC Aug 2023 - April 2025
   Bachelor of Science in Computer Science | Concentration: AI, Robotics, and Gaming GPA: 4.0

Western Michigan University, Kalamazoo, MI Sept 2021 - April 2023
   Bachelor of Music in Music Composition | 2 years completed GPA: 3.7

Lenoir-Rhyne University, Hickory, NC Sept 2019 - April 2021
   Non-Degree | High School Scholar's Academy Dual-Enrollment GPA: 4.0

TECHNICAL SKILLS:

Programming Languages: C#, Java, C++, Python

Music and Audio: WWISE, FMOD, Cubase, Logic, MuseScore

Game Production: Unity, Godot, Git/Github

Other Proficiencies: Adobe Creative Suite (Photoshop, After Effects, Audition), Microsoft Office Suite

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EXPERIENCE:

Lead Composer - Experimagic

Remote - USA/UK August 2023 - Present
   ➔ Charted plans for musical direction and tone during pre-production and conceptualization
   ➔ Composed various conceptual sketches using Cubase for demo levels
   ➔ Suggested and researched audio implementation ideas within the Godot engine for programming team

Audio Designer - Notetris (Unreleased)

Game Developers @ UNCC, Charlotte, NC September 2023
   ➔ Synthesized and recorded a full suite of sound effects for a small puzzle game
   ➔ Consulted programmers on audio implementation within Gamemaker Studio
   ➔ Conceptualized gameplay features and level design concepts with teammates to match the given theme

Composer/Audio Lead - Fall of the Paladin

GMTK 2023 Game Jam, Remote - Worldwide July 2023
   ➔ Composed and implemented a short soundtrack using Cubase, WWISE, and Unity within a 48-hour timeline
   ➔ Collaborated with teammates to envision the concept, tone, and gameplay for the game using the given theme
   ➔ Achieved #828 in overall placement out of 6800+ entries, and #802 in game presentation

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STUDENT INVOLVEMENT:

Game Developers @ UNCC

Member, Charlotte, NC
   ➔ Composed and implemented soundtracks for games in various genres created by fellow members
   ➔ Participated in month-long game jams from conception to shipment of several small games
   ➔ Attended and participated in meetings discussing various topics related to game development and design