



Meg Mordecai

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(626) 437-7922

EDUCATION

University of Utah
Bachelor of Science - Games, Minor: Music Technology
Honors Certificate
4.0/4.0 GPA

Salt Lake City, UT
Aug. 2019 - Dec. 2023

AUDIO & INDUSTRY EXPERIENCE

Riot Games Sound Design Intern

- Created and implemented spell sound effects and creature sounds for brand new thematics in League of Legends, Teamfight Tactics, and Wild Rift
- Generated voiceover processing recipes to fit skin thematics and elevate player immersion
- Provided and received feedback during weekly team reviews to ensure consistent stylization and top-quality creations
- Prioritized contributing to a positive team culture by regularly collaborating and connecting with others across disciplines

Remote
May - Aug. 2023

GDC Conference Associate

- Helped prepare and assist speakers before, during, and after talks to create a seamless, safe experience for guests and panelists alike
- Fostered a positive attendee experience by answering questions at the information booth and managing crowds of thousands of guests daily

San Francisco, CA
Mar. 2023

Natural Disaster (Student Project) // UE5

Sound Designer, Implementer

- Collaborated with an interdisciplinary team of 29 using HacknPlan, Perforce, and agile project management techniques
- Integrated Wwise to ensure a high-quality and memory-efficient audio experience
- Utilized UE5's blueprinting and animation editors to seamlessly implement audio assets
- Delivered stylized sounds effects and ambiances in cutscenes and gameplay
- Implemented reverb zones and attenuation curves to create an evolving audio experience

Salt Lake City, UT
Aug. 2022 - Jun. 2023

VOLUNTEERISM

GDC Conference Associate Mentorship Program Coordinator

- Organized and moderated panels about mentorship, breaking into the industry, and embracing yourself as a developer for GDC Conference Associates, both during and leading up to the conference
- Spoke in and planned a Conference Associate talk about finding a mentor and maintaining effective, healthy, and mutually-beneficial mentorship practices

San Francisco, CA
Jan. - Mar. 2023

Crimson Gaming's League of Legends Game President

- Composed detailed written notes weekly leadership meetings to aid in event preparation
- Facilitated budget management through financial record keeping
- Organized League of Legends related events to connect student players

Salt Lake City, UT
Aug. 2021 - Dec. 2023

EAE Student Advisory Committee Member

- Chosen as one of 3 undergraduate students in the Entertainment Arts and Engineering (EAE) program at the University of Utah
- Represented the program and assisted as a student voice in hiring, retention, promotion, tenure, and networking

Salt Lake City, UT
Aug. 2022 - Apr. 2023

SKILLS

Audio Systems: Reaper, Wwise

Programs: Unreal Engine 4, Unreal Engine 5, Python, Perforce

Software: Microsoft Office, G-Suite