

June Seo Youn

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(412) 251-4021

Skills

Audio

- Sound Design
- Audio Implementation
- Sound Recording/Engineering
- Mixing and Mastering

Design

- 2D Sketching
- 2D & 3D Rendering
- Storyboarding
- Journey Mapping
- User Testing
- Video Editing

Software

- Microsoft Office Suite
- Adobe Creative Suite
- Unity
- Unreal
- Pro Tools
- Audacity
- Reason
- Finale
- Sibelius
- FMOD
- Davinci Resolve

Languages

- English
- Korean
- C#, C++
- Python

Experience

VR Developer

LIME | October 2021 – Present

As part of Professor LaDuke's VR Project in music performance and education (LIME) at Carnegie Mellon University, I serve as VR developer and designer working with the Unreal Engine.

Live Audio/Video Engineer

Carnegie Mellon University | September 2021 – Present

Working as part of a Live Recording Crew of the Recording Services, responsible for setting up both audio and video transmissions for live concerts and recitals.

Sound Recording Assistant

Carnegie Mellon University | September 2021 – Present

Serving as a Teaching Assistant for Sound Recording course at Carnegie Mellon University, responsibilities include studio set-ups and tear-downs for various musical and vocal recording sessions.

Audio Engineer / Producer

Design in Transition Podcast | July 2020 – May 2021

Coordinated with PhD students at Carnegie Mellon University to edit, master, and produce all episodes of the Design in Transition Podcast.

3D Lab Monitor

Carnegie Mellon University

| September 2019 – February 2020

Monitored and aided design students in projects requiring advanced digital tools for rapid prototyping (laser cutters & 3D Printers) in a safe and efficient manner.

Education

Carnegie Mellon University | Class of 2022

Certificate Program in Advanced Music Studies,
Audio Recording and Production

Carnegie Mellon University | Class of 2021

Bachelor of Design, Product Design
Minor in Game Design
GPA: 3.85/4.00