

# MAXWELL ELLIOTT

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## **EDUCATION**

Duquesne University

Bachelor of Music

Music Technology    Composition for Media

GPA: 3.81

Pittsburgh, PA

Graduated: May 2025

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## **RELEVANT EXPERIENCE**

Celeste Redesign, *Senior Capstone* | September 2024 to May 2025

- Did a ground-up redesign of all audio assets for the video game Celeste, creating original foley, sound effects, and music to be implemented into the game.
- Utilized FMod to access the back-end of the video game and create interactive and dynamic audio systems that played my original music and sound effects.

Ghosty Swamp, *RETROjam Game Jam* | February 2025 to March 2025

- Wrote and developed music and sound effects for a small team in a two week-long development cycle for a game jam.

Composition/Librarian Intern, *Three River's Young People's Orchestra* | October 2024 to May 2025

- Composed, transcribed, and rearranged music for student musicians in a variety of large and small flex ensembles
  - Catalogued and organized existing musical library, as well as assisted in administering weekend rehearsals.
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## **ADDITIONAL WORK**

Search Solutions, Inc., *Abstracting Assistant* | May 2023 to Present

- Organized and sent out important orders to the company's clientele in a timely manner.
  - Kept an organized log of invoices and outvoices for the clients the company worked with.
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## **LEADERSHIP**

Outreach Ambassador, *Duquesne University Music Creator's Society* | August 2024 to May 2025

- Helped outreach the Music Creator's society to students outside of the music school with events and advertising.
- Helped administer meetings and create music, topics, and presentation ideas for meetings held.

Orientation Team Leader, *Duquesne University* | April 2023 to August 2023

- Guided activities for freshmen to get acclimated to college life and led educational meetings.
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## **SKILLS**

- Proficient in Logic Pro X
- Proficient in FMod and Wwise
- Proficient in Finale
- Experienced in Unity