

James Civial

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Portfolio: <https://dreamlounge.tech/>

PROFESSIONAL SUMMARY

Emerging audio-focused creative technologist graduating in May 2026, leveraging hands-on experience with sound-driven VFX, procedural audio workflows, and immersive VR installations to contribute to innovative sound design, audio systems, or interactive media teams.

TECHNICAL SKILLS

Software & Engines: Unreal Engine 5, Touch Designer, Maya, Blender, Adobe Creative Cloud

Languages: Java, Python, C++, HTML/CSS

Core Competencies: 3D Modeling & Animation, Virtual Reality (VR) Development, VFX, Motion Graphics, Audio

AI Tools: Gemini, Claude, ChatGPT

RELEVANT EXPERIENCE

Houdini.School | *Creative Intern/Technical Researcher*

September 2025 –

Present

- Spearhead a specialized R&D initiative directly for the founder, developing a procedural audio-based visual system using Houdini and SideFX workflows.
- Explore advanced procedural audio techniques, pushing the boundaries of how sound data can drive geometry and simulation in a non-real-time environment.
- Collaborate with industry leaders to produce educational-grade content that demonstrates the intersection of audio engineering and procedural 3D generation.

The Verse | *Environmental Designer Intern*

October 2024 – July 2025

- Developed playable 3D environments in Unreal Engine 5 for a climate-conscious game title, taking levels from initial concept to real-time implementation.
- Enhanced player immersion by implementing complex audio-reactive visual systems via TouchDesigner, bridging the gap between sound design and visual mechanics.
- Delivered broadcast-ready promotional materials, leveraging Adobe Creative Suite to edit trailers that effectively communicated the game's core mechanics and visual style.

True Production Music Group | *Artist Visual Designer Producer*

May 2023 – Present

- Designed and executed live audio-visual sets, synchronizing custom visuals with live musical performances.
- Singer/Songwriter in professional audio tracks for creative client projects, advising the engineering/mixing workflow.
- Collaborated with a production team to deliver engineering services for diverse music and media projects.

PERSONAL PROJECTS

VR Music Experience

- Architected a real-time VR music experience in Unreal Engine 5, managing the full development pipeline from 3D asset creation to final engine implementation.
- Engineered a custom audio-reactive framework by bridging TouchDesigner with Unreal Engine, translating audio frequencies into dynamic particle systems and environmental lighting.
- Validated system performance and stability by deploying the build for three separate live exhibition cycles, ensuring zero-downtime performance during continuous public use.
- Optimized 3D assets for VR performance, modeling and texturing custom environments in Maya to ensure high framerates.

LEADERSHIP & COMMUNITY SERVICE

SIGGRAPH, *Student Volunteer*

August 2025

Wilmington Chamber of Commerce/NHC Career Academy | *Tech Arts Ambassador & Demonstrator*

Spring 2025

EDUCATION

University of North Carolina Wilmington, *Bachelor of Arts in Digital Arts*

Expected May 2026