

Maggie Kraine

Chicago, IL
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EDUCATION

Northeastern University Boston, MA Sep. 2020 – May 2024
Bachelor of Science in Music Technology

University of Massachusetts Amherst Amherst, MA
Bachelor of Arts in Music Technology and Narrative Jan 2018 – Dec 2018
Bachelor of Science in Computer Science Sep 2016 – Jan 2018

WORK EXPERIENCE

Audio Recording Unlimited, Sound Design Intern Chicago, IL June 2025 – Dec 2025

- Observed recording and post-production workflows for film, infomercials, and audiobooks, including audio editing, mixing, and integration
- Took detailed notes on techniques and project processes while assisting with project documentation to support team workflow
- Learned about professional studio practices, team roles, and project organization, developing attention to detail, time management, and professional skills

Adaptive Realms, Sound Design Intern Boston, MA Sept 2023 – Jan 2024

- Developed Sound Design protocol for future employees, recorded, designed and implemented audio for new game project

Northeastern University, Peer Tutor for Music Theory Boston, MA Feb 2021 – June 2023

- Assisting students with assignments and understanding music theory concepts
- Communicating with professors on class goals and individualized student learning styles

Render Coffee Bar, Assistant Manager Boston, MA June 2020 – April 2025

- Project management in a high stress environment, directing the staff on different stations on tasks for the week as well as daily duties
- Actively engaged with customers while maintaining efficient time and speed; multitasking

EXTRACURRICULARS

Northeastern Game Development Club Jan 2022 – May 2024

- Participated in 3 Game Jams as Sound Designer and Composer

Northeastern Theatre, Sound Department Fall 2022 – May 2024

- Lead Sound Designer for “Phaedra’s Love”, Assistant Sound Designer for “Polaroid Stories”
- Construction of soundscapes and music, cue decisions and live sound mixing

GAME SOUND CREDITS

Lights Out (2022), Sound Design and Composer, Jam-O-Lantern

- Developed and implemented sound design requirements, sound effects, and final boss composition for 2D dungeon crawler

Cursed Mountain (2022), Sound Design and Composer, Global Game Jam

- Designed and implemented all sound effects, ambience, and musical compositions for a 2D platformer game

Root of the Problem (2023), Sound Design, Global Game Jam

- Created all sound effects and ambience for a text based narrative game

ABSOLUTE (2023), Sound Design and Composer

- Lead Senior Capstone Project group in developing a hybrid rhythm and platformer game and creating reasonable deadlines to present to the Professor

SKILLS

Administrative:

- Java
- C++/ C#
- Trello
- Asana
- Jira
- Adobe Suite
- Microsoft Office
- Google Suite
- HTML/CSS

Audio:

- Reaper
- Pro Tools
- Ableton Live
- WWISE
- Unity Implementation
- Analog Synthesis
- Audacity
- Granular Synthesis
- Max/MSP
- QLAB

AWARDS

Dean’s List, 2020-2023