




Wayne Messam II


Sound Designer | Composer | Dialogue Editor | Audio Programmer

My primary instrument in both sound design and composition is digital synthesis and I have experience in live/studio recording. I started an indie studio called Neptune's Cloud and we provide audio for indie studios. I also host and edit dialogue on my podcast: The Minute Kings.

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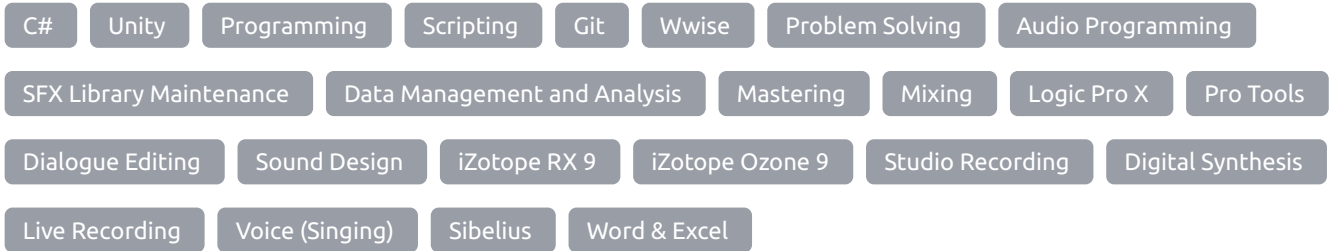
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SKILLS



WORK EXPERIENCE

Creative Design / Audio Lead

Little Drones - The Monster's Not Real Maggie

02/2022 - 03/2022

Remote

Achievements/Tasks

- Sound designed 46 SFX for all audio present in the game with variations for most
- Wwise audio system calibration and implementation in the Unity project
- Native Unity audio programming in C# for some of the audio in the Unity project
- UI programming & designing for all 4 scenes present in Unity project

Audio Lead

Little Drones - N3-VR

01/2022 - 02/2022

Remote

Achievements/Tasks

- Created and designed WENDEE and Sirelis dialogue lines
- Collaborated with a team of over 20 remotely and efficiently
- Created custom C# scripts to trigger sound design sequences in Unity
- Produced 70 sound designed SFX and ambiences for the game environment
- Creatively directed and composed 6 layers of interactive music for gameplay

Composer: Shattered Memories

Once Upon A Time

01/2022 - Present

Remote

Achievements/Tasks

- Composed 6 soundtracks for the alpha version of Shattered Memories
- Composing the rest of the soundtracks for the final version of the game
- Mastered the full EP of Once Upon A Time Project Alpha

WORK EXPERIENCE

Sound Designer: Chibisu's Costume Combat Green Bray Games

11/2021 - 04/2022

Remote

Achievements/Tasks

- Sound designing 22 SFX: ninja costume skills
- Produce social media content promoting game
- Remotely collaborated with a small team contracted by Green Bray Games

Composer: MerFight - Curse of the Aquatic Prince Neptune's Cloud Entertainment

03/2021 - 04/2021

Remote

Achievements/Tasks

- Composing 1 OST: Octonia's Feud
- Producing social media content promoting game
- Mixing and Mastering

Audio Engineer/Producer

Hoot Wisdom Recordings LLC [↗](#)

01/2018 - 12/2020

Boca Raton, Florida

Accomplishments

- Demystifying Game Audio: Online Event Planning for Sound Design and Composition
- Audio Engineer and Producer of 3 released singles
- Secretary and Treasurer of Executive Board

EDUCATION

Bachelor of Music, Concentration in Commercial Music Technology Florida Atlantic University [↗](#)

05/2016 - 12/2020

Boca Raton, Florida

Courses

- Live/Studio Sound Recording - Audio Post Production
- Research Project: Game Audio Experimentation
- Music Production - Computer Sequencing
- Applied Vocal Lessons

CONFERENCES & COURSES

Speaker - Game Sound Con (11/2021 - 11/2021)

Game Sound Con Panelist for Being Black in Game Audio

- Was trusted to lead in a conversation pertaining to the experiences of black industry professionals in the field of Game Audio and guide new game audio professionals on their journey.

Syntorial - Synthesis Sound Design (12/2019 - 12/2020)

Audible Genius

- Course taught digital synthesizers down by each component to use for both sound design and composition.

Complete C# Masterclass (01/2021 - 06/2021)

Udemy - Denis Panjuta

- Learned to code in C# and received basic understanding of game development through creating 3 games: PONG, Zig-Zag and Fruit Ninja.

HONOR AWARDS

2020 G.A.N.G. Scholar's Program Recipient (11/2020 - 11/2020)

Game Audio Networking Guild (G.A.N.G.)

- 1 out of 5 chosen to receive the honor of being a part of the scholar's program at Game Sound Con by demo reel.

Wwise Certificate (08/2020 - 10/2020)

Audiokinetic

- Wwise 101 & 201 Certificate

PERSONAL PROJECTS

The Minute Kings Podcast (04/2021 - Present)

- The Minute Kings is a Podcast Series I created with 4 other highly intelligent professionals. We release by season and I work the audio for all of our content from the dialogue to the music.

The Sunrise Samurai (03/2021 - Present)

- Video game studio is in the development of a rhythm game with 2 other studios about a Samurai who just wants his knife back.

Sound Design: Speed Dial & Half-Life Alyx (06/2021 - 12/2021)

- Eagle One Studios & Neptune's Cloud Entertainment collaborated to provide SFX for their S&box platform.

Medic Headache (01/2021 - 03/2021)

- Sound designer of this project and implemented all audio assets into this game via Unity and Wwise.

Essence (05/2020 - 09/2020)

- Essence is a soundtrack album I produced in summer 2020. Songs in the album include looping soundtracks ranging from, but not limited to Sci-Fi, Adventure, Fighting, Retro, and Stealth music.

IMPOUND (01/2020 - 02/2020)

- Sound designer and composer of this project.