




Wayne Messam II

Sound Designer | Composer | Dialogue Editor | Audio Programmer

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

wmiiaudio@gmail.com 

954-651-0874 

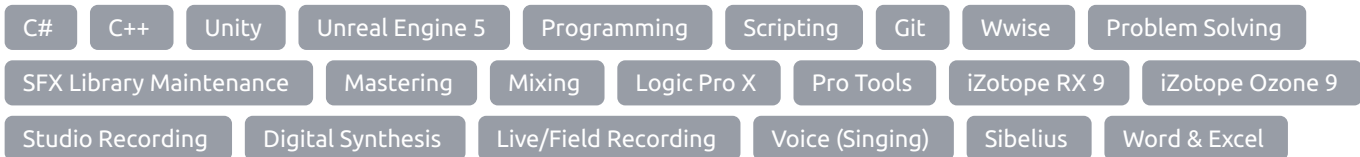
Miami, United States 

www.WayneMessamII.com 

linkedin.com/in/wmii 

github.com/Officialwmii 

SKILLS



WORK EXPERIENCE

Owner - Sound Designer | Composer | Dialogue Editor | Audio Programmer Neptune's Cloud Entertainment

01/2021 - Present

Remote

Achievements/Tasks

- Shattered Memories - Audio Lead (Once Upon A time) - 6 Soundtracks / 84 SFX
- MerFight - Composing Contract (Matrifried Games) - 1 Soundtrack
- Chibisu's Costume Combat - Sound Design Contract (Green Bray Games) - 22 SFX

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
- Music Production - Computer Sequencing
- Research Project: Game Audio Experimentation
- Applied Vocal Lessons

GAME JAMS / PERSONAL PROJECTS

Audio Lead - Silent Space - The Infected (05/2022 - 07/2022)

- Sound designed 220 SFX for all audio present in the game with variations for most using Wwise calibrations implemented in Unity
- Taught an intern how to compose interactive music using Wwise's interactive music system: Horizontal Layering Technique while collaborating in a team of 10 remotely
- Designed voices of 5 characters of the game uniquely to fit the atmosphere of the game
- Designed the story of the game and wrote 60 lines for the voice actors while directing them on emoting each line

GAME JAMS / PERSONAL PROJECTS

Audio Lead - N3-VR -Little Drones (01/2022 - 02/2022)

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

Sound Designer and Audio Programmer - The Monsters Not Real Maggie - Little Drones (02/2022 - 03/2022)

- 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

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.

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.

Alumni Founder - Game Devs of FAU (05/2022 - Present)

- Initiated a game developer's club at FAU for future game developers
- Expanded FAU's reach to UM, USF, and UCF's Game Development Clubs
- Created an annual agenda for the club to follow in order to complete objectives that propels Florida's game development progress

CONFERENCES & COURSES

Unreal Engine 5 C++ Developer Masterclass (05/2022 - 06/2022)

GameDev.tv

- Learned to code using C++ in Unreal and received more understanding of game development through creating 5 games: Warehouse Wreckage, Obstacle Assault, Crypt Rider, Toon Tanks, Simple Shooter

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.

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.

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

Udemy - Denis Panjuta

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

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.

Wwise Certificate (08/2020 - 10/2020)

Audiokinetic

- Wwise 101 & 201 Certificate