

# Wayne Messam II

## Sound Designer

**Specialty: Digital Synthesis** | I create sound designs for AAA Sci-Fi RPGs that dynamically reinforce the story through the use of sequences, so that they can emotionally surprise the player while referencing the game's musical identity.

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United States 

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## WORK EXPERIENCE

### Sound Designer | Composer - CEO Neptune's Cloud Entertainment

01/2021 - Present

Remote

#### Achievements/Tasks

- **(Unity)** Shattered Memories - 6 Compositions / 84 SFX - Game's Status: **Post Development Stage**
- **(Unity)** MerFight - 1 Compositions - Game's Status: **Shipped (Steam)**
- **(Unity)** Chibisu's Costume Combat - 22 SFX - Game's Status: **Shipped (Steam)**
- **(Source 2 Engine)** S&box: Speed Dial/Half Life Alyx - 15 SFX - Game's Status: **Shipped (Steam)**

### Technical Sound Designer | Audio Programmer | Game Designer The Infected - Game Jam Team

05/2022 - 07/2022

Remote

#### Achievements/Tasks

- **(Unity)** Silent Space - Writing 60 voice actors lines / 220 SFX / 5 voice designs **(Wwise)** - Game's Status: **Shipped (itch.io)**
- **Teaching** an intern interactive music using Wwise's interactive music system: **Horizontal Layering Technique**
- **Designing** a dynamic audio system for **Metroidvania** system with **C# Subtitle** implementation

### Technical Sound Designer | Composer Little Drones - Game Jam Team

01/2022 - 05/2022

Remote

#### Achievements/Tasks

- **(Unity)** N3-VR - 3 Compositions / 120 SFX **(Wwise)** - Game's Status: **Shipped (itch.io)**
- **(Unity)** The Monster's Not Real Maggie - **C#** UI programming / Horror Design / 73 SFX **(Wwise)** - Game's Status: **Shipped (itch.io)**

### Audio Engineer | Composer

#### Hoot Wisdom Recordings LLC

01/2018 - 12/2020

Boca Raton, Florida

#### Accomplishments

- Online **Event Planning** for Sound Design and Composition
- Audio Engineer and Producer - 3 Productions - **Professional Studio Recording** - Status: **Released**
- Secretary and Treasurer of Record Label **Executive Board**

## EDUCATION

### Bachelor of Music, Concentration in Commercial Music Technology Florida Atlantic University

05/2016 - 12/2020

Boca Raton, Florida

### Unreal Engine 5 C++ Developer Masterclass | Complete C# Masterclass Udemy - GameDev.tv | Denis Panjuta

04/2021 - 07/2022

Online

### Syntorial - Synthesis Sound Design Syntorial

12/2019 - 12/2020

Software