

Wayne Messam II

Technical Sound Designer

wmiiaudio@gmail.com 

United States 

www.WayneMessamII.com 

linkedin.com/in/wmii 

WORK EXPERIENCE

Sound Designer

Neptune's Cloud Entertainment

01/2021 - Present

Achievements/Tasks

- **(Unity)** Shattered Memories - **Field Recorded Foley** and **Digitally Synthesized SFX**
- **(Unity)** MerFight - Composed for Octonia's Arena
- **(Unity)** Chibisu's Costume Combat - Worked with producer to ensure consistent acoustic **branding** and creative direction of SFX
- **(Source 2 Engine)** S&box: Speed Dial/Half Life Alyx - **Sourcing from SFX libraries** for modding

Technical Sound Designer

The Infected

05/2022 - 07/2022

Achievements/Tasks

- **(Unity)** Silent Space - **Writing, Directing,** and **Designing** voice actor's lines while producing all SFX using **Wwise** middleware
- **Teaching** an intern interactive music using **Wwise's Interactive Music System: Horizontal Layering Technique**
- **Programming** a dynamic audio system for **Metrodvania** system with **C# Subtitle** implementation

Technical Sound Designer


Little Drones

01/2022 - 05/2022

Achievements/Tasks

- **(Unity)** N3-VR - Design **Vocal Sound Design** and SFX for Puzzle RPG game using **Wwise** middleware
- **(Unity)** The Monster's Not Real Maggie - **C#** UI programming and immersive Horror Sound Design using **Wwise** middleware
- **Incorporating** and **Communicating** the audio pipeline between all departments effectively and **Debugging** audio bugs

Audio Engineer

Hoot Wisdom Recordings LLC 

01/2018 - 12/2020

Boca Raton, Florida

Accomplishments

- Released 3 singles as the **Recording, Mixing,** and **Mastering** Engineer using professional **Studio Recording** equipment for artists
- Sound Designing for Record Label linear media on advertisements and **Live Performance Recording**

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

Syntorial - Synthesis Sound Design

Syntorial

12/2019 - 12/2020