

Wayne M Messam II

Sound Designer

EXPERIENCE

Streamland Media | Formosa Interactive – *Associate Technical Sound Designer*

OCTOBER 2022 – March 2022

- I was responsible for implementing SFX and Music assets in **AAA Game Engine Environment** and **Wwise** with **8 Sound Designers** and **1 Audio Programmer** with the goal of **meeting publisher expectations for audio presentation of the game's sonic environment**
- **(Unity) Created** and **Programmed** a music system based on boss health type and percentage using **C#** and **Wwise**

Neptune's Cloud – *Indie Sound Designer*

JANUARY 2021 – PRESENT

- **(Unity) Slumber's Tale** – **Field Recorded** and **Digitally Synthesized SFX**
- **(Unity) Silent Space** – **Writing, Directing,** and **Designing** voice actor's lines while producing all SFX and building a dynamic audio system using **Wwise** for **Metroidvania** system with **C# Subtitle** implementation
- **(Unity) Chibisu's Costume Combat** – **Sound Designed SFX** for consistent **acoustic branding**

Little Drones – *Sound Designer*

JANUARY 2022 – MAY 2022

- **(Unity) N3-VR** – **Vocal and SFX Sound Design** for Puzzle RPG game using **Wwise** in a team of 20 game developers
- **(Unity) The Monster's Not Real Maggie** – **C#** UI programming and **Immersive Horror Sound Design** using **Wwise** middleware
- I was responsible for **Incorporating** and **Communicating** the audio pipeline between all departments effectively and **Debugging** audio bugs

EDUCATION

Florida Atlantic University – *Bachelor of Music, Concentration in Commercial Music Technology*

MAY 2016 – DECEMBER 2020, BOCA RATON, FL

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

APRIL 2021 – JULY 2022

Syntorial – *Synthesis Sound Design*

DECEMBER 2019 – DECEMBER 2020