

# Wayne M Messam II

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## Technical Sound Designer

### EXPERIENCE

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

OCTOBER 2022 – PRESENT

- **Collaborated** with **8 Sound Designers** and **1 Audio Programmer** to implement SFX and Music assets in **AAA game engine environment** (Project: **REDACTED**) and **Wwise**, **meeting publisher expectations** for audio presentation of the game's sonic environment for an **external game studio: *Moon Games Studio***.
- **(Unity) Created documentation** for my custom mechanics and variations using **C# and Wwise API**, and **programmed a music system based on boss health type and percentage** using **C# and Wwise API**.

#### **Neptune's Cloud** – Indie Sound Designer

JANUARY 2021 – PRESENT

- **(Unreal Engine 5) *Crumble Party*** – **Sound designed SFX** for all combat and UI assets using **MetaSounds**, and **programmed gameplay functionality, Top Down mechanics, and harvesting system** using **Blueprints & C++**.
- **(Unreal Engine 5) *Wolf Pack*** – **Sound designed SFX** and **programmed player point & click functionality** using **blueprints**.
- **(Unreal Engine 5) *Toon Tanks*** – **Sound designed SFX** for all elements of this project using **Wwise**, **programmed ALL Top Down mechanics** and functionalities exclusively in **C++**.

#### **Little Drones** – Technical Sound Designer

JANUARY 2022 – MAY 2022

- **(Unity) *N3-VR*** – Successfully **Sound Designed Vocal Narrations and SFX** for **Puzzle RPG** using **Wwise** in a team of **20 game developers**
- 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