

# Michael Spicer

## Audio Designer | QA Analyst

[spicer.michael@gmail.com](mailto:spicer.michael@gmail.com)  
(929) 327-6985 • Las Vegas, NV  
[LinkedIn Profile](#)  
[www.spiceraudio.com](http://www.spiceraudio.com)

Adding exceptional audio production, game implementation, and quality assurance to bring projects to life.

## Tools and Expertise

- ◆ **DAWs** - Logic, Reaper
- ◆ **Audio Middleware** - FMOD, Wwise
- ◆ **Recording** - Field/Remote, Foley, Dialogue
- ◆ **Project Management** - GitHub, Trello, ClickUp, Jira, Confluence
- ◆ **Game Engines** - Unity, Unreal Engine 5

## Education

### Master of Music (Composition) 2018

University of Nevada, Las Vegas, Las Vegas, NV

### Bachelor of Arts in Music (Jazz Studies) 2010

St. Francis Xavier University, Antigonish, Nova Scotia, Canada

## Professional Experience

### 2K Vegas, Las Vegas, Nevada Quality Assurance Tester

August 2024 – March 2025

Onsite position identifying, writing, and regressing bugs on Project Ethos and Civilization 7.

- Used Jira, Confluence, and TestRail, in conjunction with various consoles and gaming platforms to perform bug testing on two AAA titles.
- Online-specific work regressing fixed bugs, completing testrail checklists, and keeping social stability logs.

Company References: Taylor Galuska (Associate Test Manager), Sean O'Connor (Senior Tester)

### City From Naught, (Remote) Toronto, Canada Audio Designer (Contract)

September 2023 – December 2024

Created original sound effects to spec, including interactable objects, ambiences, cutscenes, foley, and special sound effects for the demo build of Keyword 2: Nightfall.

- Contributed input when planning sound assets
- Designed and delivered audio files to technical lead.
- Managed and maintained audio data spreadsheet.

Company References: ZW Buckley (Composer), Nanyi (Leon) Jiang (Co-Founder)

### Digital Scorpion Interactive, (Remote) Maryland, US Audio Designer

March 2023 – December 2023

Created original music and sound effect assets as part of the audio department using Agile workflow, including sound asset creation, FMOD implementation, and integrating audio directly into C# script in Unity.

- Designed and implemented functional music systems for first two company titles.
- Designed audio assets to fit project scope and maintain compliance with development, art, and narrative departments.
- Directed voiceover sessions.
- Split duties with Audio Lead, helping manage and give feedback on junior audio designers prior to being sent to technical sound designers, and establishing documented best practices for asset design concepts.
- Contributed to Marketing posts, providing writing, audio/video editing, and voiceover.

Company References: Nick McKinnis (Technical Game Designer), Adam Brown (Former Audio Lead)

(Professional Experience cont.)

**University of Nevada, Las Vegas, Nevada, US**  
**Adjunct Professor**

Sept 2019 – May 2023

Private lesson instructor for the School of Music, Division of Jazz and Commercial Music.

- Designed and applied curriculum for Jazz Improvisation and Composition students.
- Performed with faculty at faculty concerts and events
- Adapted to remote instruction during COVID-19 pandemic, adhering to school policy regarding distance learning
- Assisted in the publication of the division's yearly student-produced jazz album, including securing mechanical licensing for physical product (CDs).

Faculty References: [Dave Loeb](#) (Director of Division), [Adam Schroeder](#) (Full Time Faculty)

## Project Highlights

### Video Games

#### Sid Meier's Civilization 7 (2K Games, Firaxis Games)

- QA Analyst

#### Project Ethos (2K Games, 31<sup>st</sup> Union)

- QA Analyst

#### Keyword 2 (City From Naught)

- Provided ambient, UI, foley, and special effect sound assets to spec.
- Working closely with technical sound designers to build FMOD events and implement into Unity.

#### Tales of Valoris (Digital Scorpion Interactive)

- Composed all music assets, and contributed sound assets.
- Provided creative direction for audio department, including planning FMOD music event systems.
- Successfully shipped the game January 2024.

#### Hit n' Bit (Digital Scorpion Interactive)

- Composed all music for the first large area of the game, including creating adaptive behavior in FMOD and connecting to Unity script components.
- Created and implemented sound assets for main player characters.

#### Duck Paradox (Magic Games)

- Created additional sound design assets for early access build

#### Hare Runner (Sleepy Donut)

- Contributed music, sound effects, and voiceover to the project.
- Game scored in the top 3% in the audio category for the Ludum Dare game jam 2023.

### Podcasts

#### Spice To Meet You

- Self-produced and hosted

#### The Extra Buttery Podcast

- Intro/outro theme, voiceover

#### The Hockey News Sleepers and Keepers

- Wrote original music for intro/outro theme

#### Dad Joke Loading

- Wrote original music for intro/outro theme

### Short Films (Original Scores)

- Cognitive (2019)

- Heartstopper (2022)

- Shafted (2023)