Michael Spicer

Audio Designer

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LinkedIn Profile
www.spiceraudio.com

Enhancing creative visions through collaboration, communication and extraordinary audio creation and implementation.

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 – Present**

Currently working on upcoming title, identifying, writing, and regressing bugs. Onsite position

- Using Jira, Confluence, and TestRail, in conjunction with various consoles and gaming platforms to perform bug testing on an upcoming title.
- Regressing fixed bugs

Company References: Taylor Galauska (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

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. (Click here to view a video walkthrough of this FMOD project).
- 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
- Produced entire podcast from scratch, including research, booking guests, editing audio, adding sound design, composing original intro/outro theme, and publishing.

The Extra Buttery Podcast
- Wrote original music for intro/outro theme
- Recorded and produced voiceover for intro

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)