

# Michael Spicer

## Sound Designer

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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
- ◆ **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 Game Studio Experience

### **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)

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

**September 2023 – November 2023**

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

- Designed and delivered audio files to technical lead.
- Managed and maintained audio data spreadsheet.

Company References: [ZW Buckley](#) (Composer), [Nanyi \(Leon\) Jiang](#) (Co-Founder)

## Game Project Highlights

### 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.

### ◆ 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.