

Michael Spicer

Sound Designer

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

Tools and Expertise

- ◆ **DAWs** - Logic, Reaper
- ◆ **Audio Middleware** - FMOD, Wwise
- ◆ **Recording** - Field/Remote, Foley, Dialogue, Props
- ◆ **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 – Present

Create original music and sound effect assets in Logic Pro X. Maintain company's LUFS loudness standards when exporting assets from DAW. Import Assets into FMOD, build events, and design parameters and functionality. Implement finished events into Unity, altering C# scripts to test implemented audio. Utilize Agile workflow with Trello to move tasks down audio pipeline. Work with Github for source control.

- Designed and implemented functional music system for MVP
- Designed audio assets to fit project scope and maintain compliance with development, art, and narrative departments.
- Split duties with Audio Lead, helping manage and give feedback on all audio assets prior to being sent to technical sound designers.

Company References: [Nicholas Revell](#) (CEO, Co-founder), [Adam Brown](#) (Audio Lead)

Game Project Highlights

- ◆ [Hare Runner](#)
 - 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.
- ◆ [Hit n' Bit](#)
 - Composed all the 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
- ◆ [Deathland Drifters](#)
 - Provided all music and sounds for this entry into the 2022 Green Light Jam, including FMOD integration.
- ◆ [My itch.io Page](#)
 - Various game jam projects contributed to as a sound designer and composer since 2019