

# MICHELLE MAYER

SOUND DESIGNER AND COMPOSER

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[soundbymichelle.com](http://soundbymichelle.com) - (for reels)

## Technical Skills

- Wwise
- Logic Pro X
- Reaper
- UE4 + Blueprints
- Foley Recording
- FMOD

## Professional Experience

### **Microsoft Turn 10 Studios, Intern**

May 2021- August

- Sound Designer for Forza Motorsport (soon to be released!)
- Prototyped accessibility features for different sound possibilities
- Created new systems for different sound implementation in FMOD
- Documented all of my findings and prototypes for easy future implementation

### **Microsoft Turn 10 Studios, Intern**

June 2020 - August

- Sound Designer for Forza Motorsport
- Created new systems for different sound implementation in FMOD
- Researched and made recommendations for future products for accessibility

### **DigiPen Institute of Technology, Sound Lab Assistant**

October 2019 – present

- Set-up and management of sound systems for performances and live events

## Academic Projects

### **Sound Designer and Composer, *Cyrah's Ascent***

- 2021 *Cyrah's Ascent* Rookie of the Year Finalist soon to be on Steam
- Created music and SFX for *Cyrah's Ascent* and implemented them into Wwise
- Created all the reverb zones in Unreal to make the space come alive
- Developed a dynamic soundscape with various Wwise parameters

### **Sound Designer and Composer, *Goodnight Lily***

- Game currently on Steam
- Created all SFX and Music and acted as Audio Lead for project
- Recorded new impulse responses to create a cohesive sounding world
- Responsible for the trailer audio and sound effects for Cinematics.

## Education

**BA in Music and Sound Design**, DigiPen Institute of Technology – Graduating April 2022