

# Neo Te Aika

Game Audio | New Wave Artist | Sound Engineer  
Wellington, New Zealand, 6011



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## OVERVIEW

**Massey University, B.A. with Honors, Screen Arts, Major in Game Development.** (2024+, in progress)  
B.A. Music, Maj. - Tech, Industry (2022//), NCEA L3 Merit Music (2017), EFSET CEFR-C2 (2020), CompTIA Network+ (2021), L5 IT (2021)

## WORK AND PROJECT HISTORY

### 343 Industries | Halo Studios

*Digsite Legacy & Audio Specialist – 2022 - 2024*

- Audio-primary development, rebuilding and creating Halo assets to retail quality.
  - Shipped content for Halo: The Master Chief Collection + official development tools.
  - New music and level design across multiple campaign showcases of Digsite content.
  - Sound, lighting & scripts on the updated restoration of Halo 2 E3 2003 within MCC.
- Playtesting/QA, advisory role on software dev, audio format reverse engineering
  - Pro Tools 5+, Reason, Legacy Mac file recovery and audio content restoration.
  - Remotely coordinated test and production via internal + Git dev pipelines

### Badly Made Games

*Composer, Core Design Team - 2024*

- Game and audio design for unannounced [NDA] Discord and console title.
  - In-house music composition and theme arrangements for Sony property.

### Gadget-Bot | KAIDRO, LLC.

*Audio Supervisor – 2022 - 2023, 2024*

- Game audio lead. SFX & technical design on multiplatform (and mobile) Unreal 5 projects.
  - Coordination with programmers, artists and other dept. leads on asset production
- Oversaw a music, dialog, audio and video post-production team across multimedia IP.
  - Remote development via Visual Studio, Confluence, Redmine, JIRA and Slack.

### Music Planet

*Synthesizer Tech – 2023 - 2024*

- Product specialist, in-house audio recording & production, internal product sound designer.
  - Additional general inventory logistics, software maintenance and cash management.

### Massey University

*Audio & Game Development - 2024*

- Created 3D/VR interactive experiences in Godot, Unity, UE5. Audiovisual film production.

### Bonsai Rosso

*Composer – 2023 - 2024*

- Music composition and production for *Over Jump Rally*.

### Dogbrain LLC, Freelance, Independent Projects

- Session musician, voice and foley work for commercial video games, trailers and films.
- Level design, modding and standalone dev across Blam, Godot, id Tech, Unity and Unreal.
- Production with Davinci, FMOD, WWise, Pro Tools, REAPER & other industry audio solutions.

### Paul Dang

*(Lead Technical Artist)*

**Gadget-Bot Productions**

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### Katherine Hubbell

*(Lead Animator)*

**Gadget-Bot Productions**

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### Johnathan Woodham

*(3D Technical Artist)*

**Dogbrain LLC, Halo Studios - Digsite**

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