

NEO TE AIKA

OVERVIEW

I'm an avid lover of music, and composer and producer for both soundtracks and full artist work. I have contributed to community content (projects and mods) for Halo: Custom Edition and the DOOM video game communities, composed the music for an independent game based on the DOOM id Tech engine (Xenotomb), and worked on various solo projects of an electronic and pop nature. It is my intention to work in the music industry as a career as an artist or composer.

I work with a full digital audio workstation, operating both audio software, as well as hardware audio equipment. This includes VST plugins, an audio interface with a MIDI and mixer control surface, and a rack of hardware synthesizer and audio processing units. An index list of my gear involved in music production can be found at my [website](#).

Primary tools include REAPER, E-mu Proteus XR, Roland D-110, JV-1010, SC-88ST Pro, Yamaha TX-81Z.

Pre-project consultation is free, minor edits to commissions are free - post-payment up to 7 working days from creation of individual commission for projects of up to five tracks, or creation of last commission for projects of more than five tracks..

Commission Rate

Est. time of completion is up to 5 working days per track unless otherwise advised)

- Independent commissions consisting of up to five tracks:
 - Project time up to three minutes
 - **\$100 NZD per track**
 - Project time over three minutes.
 - **\$70 NZD per track**
 - + \$30 NZD per additional minute (from second minute onwards)
- Independent commissions consisting of more than five tracks:
 - **\$50 NZD per track**
 - + \$25 NZD per additional minute (from second minute onwards)
- Contract work or non-independent commissions:
 - Negotiated at discretion of contract and/or point of consultation



PORTFOLIO

Below is a list of significant or completed works, of both a self-published and community-published nature.

- Work on video games
 - *The Crater (ZDoom)*, Co-author of map, [author of MIDI composition "Killing Floor"](#) - 2017
 - *Xenotomb (ZDoom)* - 2018 (Ongoing)
 - [Project Odyssey: Halo Music Resource and Restoration project](#) - 2019 (Ongoing)
- Work on collaborative albums
 - *POWER! XG*, [Track #3: Muddin' Blood \(SYXG50. XG Level 2 MIDI\)](#) - 2019
 - *POWER! Allgear* - 2019 (Ongoing)

More of my work can be found at my [website](#), [Bandcamp](#), [SoundCloud](#) and [YouTube](#).