

Neo Te Aika

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OVERVIEW

Bachelor of Commercial Music Student | 8 Years Audio Industry | 3 Years Retail

Experience across hardware and software for commercial audio production and editing.
Proficiency with REAPER, Cubase, DaVinci, VEGAS, Pro Tools, Waves & Izotope Ozone/RX suites.
Collecting and maintaining 20+ year rack audio hardware, and music preservation archivist.

EDUCATION

Massey University, B.A. Commercial Music, Major in Technology, Minor in Industry (2022-Current)
NCEA Level 3, Merit Distinction in Music (2017)
EFSET CEFR-C2 Proficient, (2020), CompTIA Network+, Level 5 IT Support (2021)

GAME ENGINE EXPERIENCE

Unreal	Unity	Multimedia Fusion
idTech 1-4	Halo Engine	GameMaker Studio 2
Creation / Gamebryo Engine	Construct 2	Aleph One / Marathon Engine

WORK AND AUDIO HISTORY

343 Industries – Digsite Team - 2022 (Under NDA, Remote)

- Audio advisory, technical production role, restoring and creating Halo assets to retail quality
- Dialog, music composition, sound FX design, asset organization and level scripting
- Playtesting, bug/ticket reporting, working with programmers for new tool development
- Remotely coordinated development via internal + Git dev pipelines

The Marty Army – Co-Lead, Community Manager - 2021 – 2022 (Remote)

- Coordinating international calls for an [industry podcast](#)
- Audio producer and technical assistant for Martin O'Donnell, Halo co-composer (1999-2011)
- Built and managed a [community](#) of 8K+ members and a peak live attendance of 1.2K+

Freelance Audio Work - 2019 – 2022 (Local and Remote, NZ)

- Commissions, technical advice, 24/96khz+16/44.1khz mixing for clients
- Recording/editing [studio](#) vocals, acoustic and amplified guitar, violin
- Sound design and foley work for [video games](#)
- Scoring for [video game trailers](#) and [3D animations](#)
- Created dynamic, multi-loop based backing tracks for [livestreamer](#)
- [Collaborations](#), Session guitar work for [remote clients](#) (recorded, mixed, stems delivered)
- Live recording 16 simultaneous tracks across an ASP 8024 and Pro Tools (*at Massey*)
- Composition, song writing and musical production (both [independently](#) and for [other artists](#))
- Independent commercial releases across digital stores and [streaming services](#)
- Music and sound FX production for international indie film – [Summer of Fools](#)
- Voice acting, voiceover and promotional reads for [other artists and brands](#)
- Mono>Stereo restoration and remastering, including [album wide mastering](#)
- Reverse-engineering/reproduction of existing content, [including documentation](#)
- Concept > photography > editing for [music video](#) and [documentary](#)

HOBBIES & PERSONAL PROJECTS

Odyssey: Mythic Restoration Project - 2019 – 2022

- Ground up [recreation](#) of Halo: Combat Evolved musical score with the original hardware synths
- Aim to approximate the quality of “studio master” renders that have not publicly released
- Project has blessing and research verification of Halo series co-composer, Martin O’Donnell
- Work featured in community showcases & new original compositions based on research

Game Development - 2016, 2018, 2021 – 2022

- Level design across [DOOM](#), Marathon, [Trenchbroom](#) (Quake) and [DarkRadiant](#) (id Tech 4)
- Python, C++, HTML, ACS, ZScript and Lisp language scripting
- Familiarity with FMOD Studio, Audiokinetic Wwise and Bink Video (RAD Game Tools)
- Creative design across two projects ([1x](#) creative lead, [1x](#) audio lead)
- [Audio design](#) for a community map contest (2021 – Halo Custom Edition)

Personal Music - 2013 – 2022

- Grew up in music industry background (TAFT/WOMAD, Raw Records NZ)
- Import and collect ROMplers and 80’s/90’s synthesizers and vinyl
- Personal music taste includes The Doors, RATT, genres like New Wave, Classic Rock, and City-pop
- Primarily keyboardist/synths and piano, also play violin, guitar, bass, drums, learning vocal skills.

AUDIO EQUIPMENT EXPERIENCE

Audio Interfaces	Hardware Effects/DSP	MIDI Interfaces
Avid Mbox Pro 3	ART Pro TPS 2 Preamp	Ensoniq KS-32
Digidesign Mbox 2	BOSS SE-50	Roland A-880
Focusrite Liquid 32	Digitech S200 FX	Roland Edirol SC-D70
Focusrite Scarlett 2i2	E-MU E5000 Ultra	Roland Edirol UM-880
MOTU 828	TC C300 Compressor	Steinberg Midex 8
MOTU 828mkII	TC Finalizer (1996)	Peavey DPM C8
TASCAM FW-1884	TC M-One/Voice-One	Yamaha Motif 7
Microphones		Speakers/Headphones
AKG C414, C451B, D112	Sennheiser MD-441U	AKG K240
Copperphone	Shure PGA-181	Sony MDR-1ADAC
Rode NTK, NT-1000	Shure SM57, 58, Beta 52A	Sony MDR-7506, CD900ST
Royer R-121	TASCAM DR-40X	KRK V6
DAWs		Synths
Ableton Live, Max 8	Synapse Orion 7, 8	AKAI S2000, Alesis S4
FL Studio 9, 11, 12	REAPER (<i>Primary DAW</i>)	KORG DS-8, M1, NS5R
Cubase VST, SX3, 5, 8	VEGAS Pro 19 (<i>Prm. Video</i>)	Roland D-110, U-220
Pro Tools 5LE, 2019, 2022	DaVinci Resolve 18	Roland XV-5050, SC-D70

Terry Hawkings

(Former teacher, music associate - 2017)

Dennis Bevin

(Audio restoration client, war tape interview – 2021)

Johnathan Lee Woodham

(Production client, work colleague – 2021, ongoing)

Wellington High School

Sonic Arts, Carpentry, Electronics Teacher

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