Neo Te Aika

Game Audio | New Wave Artist | Sound Engineer

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OVERVIEW

Massey University, B.A. Screen Arts, Major-Game Development. ***(2024-2026)***

B.A. Music, Maj. - Tech, Industry (2019-2022//), NCEA L3 Merit Music (2017), EFSET CEFR-C2 (2020), CompTIA Network+ (2021), L5 IT (2021)

WORK AND PROJECT HISTORY

MicroProse | *STEEL BOUNTY* ***Lead Composer, FMOD Design - 2026***

- FMOD implementation, music composition and music team lead for arrangement and design.

HyenaQuest | *DELIVERY & BEYOND* ***Composer, Music Arranger - 2026***

- Studio and live recording production for original compositions, and music arrangement.

343 Industries - Halo Studios ***Digsite Legacy Team, Audio Specialist – 2022 - 2024***

- Audio-primary development, rebuilding and creating Halo assets and levels to retail quality.
  - Shipped content for Halo: The Master Chief Collection + official development tools.
  - New original music and level design across multiple campaign showcases of Digsite content.
  - SFX, dialog, lighting & scripts on restored cut content including the Halo 2 E3 2003 demo.
- Playtesting/QA, advisory role on software dev, audio format reverse engineering
  - Pro Tools 5+, Retrospect, Legacy Mac file recovery & audio restoration. Other [NDA] internal dev.
  - Remotely coordinated test and production via internal + Git dev workflow.

Badly Made Games ***Composer, Core Design Team - 2024***

- Game audio design, music composition and theme arrangements for [NDA] Sony IP.

Gadget-Bot | *KAIDRO* ***Sound Engineer – 2022 - 2023, Supervisor – 2024***

- Game audio SFX, MetaSound & spec design on multiplatform (mobile focused) UE5 project.
  - Coordination with programmers, artists and other dept. leads on asset production
- Rehired 1 year after an initial layoff to oversee music, and audio post-production team across multimedia IP.
  - Remote development via Confluence, JIRA, Perforce, Redmine, and Slack.

Music Planet ***Synthesizer Sales & Tech – 2023 - 2026***

- Product specialist, in-house AV production and sound design for retail products and synthesizers.

Massey University ***Audio & Game Development – 2024+***

- Immersive intermedia project design and implementation in Godot (VR) and Unity (XR).
- Audiovisual film production, foley, soundtrack and video editing work.
- Puzzle-action games created in Unity and UE5, 3D assets created in Blender & Maya
- MetaSound <> BP implementation & foley for Game Dev tutor's honours project (UE5)

Bonsai Rosso ***Composer – 2023 - 2024***

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

Independent Work, *+ projects with friends: Dogbrain / VKMT / Digital Landmine* ***Game development generalist, audio specialist***

- Audio design & music for indie mecha-FPS, stylized audio pipeline inspired by 80's anime theatre releases.
- Author and/or contributor across many of the most subscribed Steam Workshop projects for Halo.
- Modding, standalone and level dev across Blam (Halo), Godot, id Tech, Unity, Unreal Engine (1, 2, 5) and Blender.
- Production with Davinci, FMOD, WWise, Pro Tools, REAPER for film & games. Creation of SID and "tracker music" projects.
- Independent music artist, I collect vintage audio gear and dabble in many forms of art. *@neotheaika on X is a recent portfolio feed.*

- COUPLE 'O REFERENCES -

Paul Dang *(Lead Technical Artist)*
Gadget-Bot, KAIDRO
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Katherine Hubbell *(Lead Animator)*
Gadget-Bot, KAIDRO
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Johnathan Woodham *(3D Technical Artist)*
Halo Studios, Digsite
brokenlaptopjohn@gmail.com