

Neo Te Aika

Game Audio | New Wave Artist | Sound Engineer

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portfolio.neoteaika.com | music.neoteaika.com | linkedin.neoteaika.com

EDUCATION

Massey University, B.A. Commercial Music, Major in Technology, Minor in Industry (Partial, 2022+)
NCEA L3 - Merit in Music (2017), EFSET CEFR-C2 Proficient (2020), CompTIA Network+ (2021), Level 5 IT Support (2021)

WORK & PROJECT HISTORY

343 Industries

Digsite Audio Specialist - 2022 – 2024 (Remote)

- Asset, advisory and technical production in [restoring and creating](#) game assets for Halo.
 - Shipped content in Halo: The Master Chief Collection + official Halo modding tools.
- Audio and scripting dev of [Crash Site](#), a new, original campaign mission to showcase Digsite.
 - Coordinated production, QA group testing & promotional campaign + media assets.
- Additional development, subject to NDA.

Gadget-Bot Productions

Sound Engineer, Composer - 2022 – 2023 (Remote)

- Game audio lead. SFX and technical design on Unreal Engine projects. (Android, iOS, Steam)
 - Working alongside programmers, artists and department leads to create assets.
- Music, dialog, sound [design](#) and video [post-production](#) across multimedia IP.
 - Remote development via Visual Studio, Confluence, Redmine, Git, JIRA and Slack.

The Marty Army

Community Manager - 2021 – 2022 (Remote)

- Coordinating international [industry podcast](#) events.
- Audio producer and technical assistant for Halo (1999-2010) co-composer.
- Built and managed a [community](#) of 8K+ members and a peak live event attendance of 1.2K+.

Music Planet

Sales Assistant - 2023 – 2024

- Keys specialist, music store retail, stock and cash handling, product management.

Countdown

Longlife, Nightfill Assistant - 2018 – 2021

- Logistic role to stocktake and refill retail inventory.

Dogbrain LLC, Freelance, Other Projects

(more projects detailed at neoteaika.com/projects)

- Sound design, scoring and foley work for [video games](#), [game trailers](#) and [films](#).
- [Collaborations](#), voiceover, session guitar work and licensed music on commercial projects.
- Level design, modding and standalone dev across engines including id Tech and Unreal.
- Proficiency in Davinci, VEGAS, FMOD, Wwise, Pro Tools, REAPER & other industry solutions.

WORK REFERENCES

Paul Dang

(Lead Technical Artist)

Gadget-Bot Productions

paulheempydang@gmail.com

Katherine Hubbell

(Lead Animator)

Gadget-Bot Productions

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Johnathan Woodham

(3D Technical Artist)

Dogbrain LLC, Halo Digsite

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