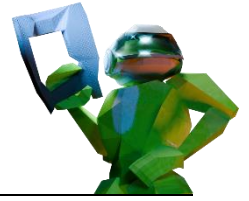


# Neo Te Aika

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-Game Development.

(2024+)

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 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 source restoration.
  - Remotely coordinated test and production via internal + Git dev workflow.

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-owned 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 - 2025

- Product specialist, in-house audio recording & production, synth products sound designer.
  - Additional inventory logistics, software maintenance and cash handling.

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).
- 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. [@neoteaika on X is a recent portfolio feed](#).

## - COUPLE 'O REFERENCES -

Paul Dang

(Lead Technical Artist)

Gadget-Bot Productions

[paulheempydang@gmail.com](mailto:paulheempydang@gmail.com)

Katherine Hubbell

(Lead Animator)

Gadget-Bot Productions

[hubbellkatherine@gmail.com](mailto:hubbellkatherine@gmail.com)

Johnathan Woodham

(3D Technical Artist)

Dogbrain, Halo Studios - Digsite

[brokenlaptopjohn@gmail.com](mailto:brokenlaptopjohn@gmail.com)