

Michael St. Louis

Audio Designer, Game Designer

(802)-999-3394

www.linkedin.com/in/michael-stlouis

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

Raleigh, NC, USA

<https://michaelost.com/>

PROJECT EXPERIENCE

Audio Designer, Music Composer

Axecutioners, Asset Cannon Games

Team Size: 14

01/2023 - 05/2023

store.steampowered.com/app/2382730/Axecutioners/?beta=0

- 2-Player online fighting game intended as an entry point to the genre
- Used C# to script adaptive audio systems in FMOD and Unity, allowing ease of implementation for our team's designers
- Composed original, dynamic music, implemented through FMOD, that adapts to the game's state in real time
- Recorded, mixed, and implemented voiceover for in-game audio and the game's trailer

Audio Designer, Level Designer

Into The Catacombs, JollyCoopCo Games

Team Size: 8

09/2022 - 12/2022

jollycoopco.itch.io/catacombs

- 2.5D online cooperative multiplayer stealth puzzle game where each player must infiltrate a heavily guarded pyramid
- Created and implemented unique music and sound effects that change based on the players' actions to heighten their sense of immersion
- Wrote an accessible, descriptive, and readable systems list to ensure our team's artists, programmers, and designers remained up-to-date
- Designed challenging, engaging levels using Unity's ProBuilder add-on that teach the game's mechanics, and test the players' proficiency

Audio Designer, Technical Designer

Back In My Day, JollyCoopCo Games

Team Size: 8

01/2022 - 05/2022

jollycoopco.itch.io/backinmyday

- Isometric online multiplayer beat-em-up nominated for Best Game Design at the 2022 Ubisoft Competition in Montreal
- Wrote a bebop and surf rock soundtrack to match the game's 1950s aesthetic and utilize the interactive music systems I designed in FMOD
- Mixed, mastered, and implemented over 45 unique voice lines and 40 sound effects I recorded over the course of the project
- Designed, programmed and implemented a movement script with C# that allowed designers to tweak variables as needed in the Unity editor

WORK EXPERIENCE

Music Composer, Audio Designer

Freelance

08/2018 - Present Remote

- Provided professional scoring and sound design services for video games, YouTube videos, and other collaborative projects.
- Used FMOD and Wwise to seamlessly implement dynamic audio systems into game engines, ensuring full functionality of in-game audio and ease of use for other collaborators.
- Featured in titles published on Steam and Itch.io, as well as in YouTube videos with hundreds of thousands to millions of views.

Customer Service

Jersey Mike's Subs

12/2023 - Present Williston, VT

- Helped provide fast, exceptional customer service at the busiest Jersey Mike's franchise location in the United States.
- Thrived in a fast-paced, high-stress environment by wearing multiple hats and constantly switching tasks to whatever is needed in any given moment.
- Effectively communicated with fellow staff and managers to ensure I was as helpful, efficient, and productive as possible amidst the intense and busy environment.

SKILLS & TOOLS

Skills

Audio Middleware

Audio Programming

Design Documentation

Level Design

Music Composition

Sound Design

Technical Design

Voiceover Recording

Tools

Adobe Suite

C#

C++

FMOD

Git

Logic Pro

Pro Tools

SVN

Unity

Unreal Engine

Wwise

EDUCATION

BS, Game Design

Champlain College

08/2019 - 05/2023

BS, Game Audio

Champlain College

08/2019 - 05/2023

Minor, Game Programming

Champlain College

08/2019 - 05/2023

ADDITIONAL NOTES

Studied Abroad in Montreal Spring 2022

Worked with and received feedback from game developers at Ubisoft Montreal

Ubisoft Game Lab Competition 2022 Participant

Our team was a nominee for Best Game Design