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| Michael Spicer  Sound Designer | spicer.michael@gmail.com • (929) 327-6985  www.linkedin.com/in/michael-spicer-audio • Las Vegas, NV |

Summary

Results-driven, solution-oriented sound designer with extensive experience in audio post-production and preparing video game audio. Accustomed to operating within collaborative settings, working with students, fellow creators, and clients. Robust understanding of relevant sound design technology. Passionate about creating and implementing audio assets, sound editing, and crafting custom sounds.

**Areas of Expertise**

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| * Audio Editing * Asset Management * Foley Recording * Orchestration | * Directing Recording Sessions * Composition * Database Management * Formatting Sheet Music | * Administration * Inventory Management * Teaching * Cross-Functional Communication |

**Professional Experience**

**Freelance Sound Designer, Las Vegas, NV 2019 – Present**

Produce original sound design. Generate assets and collaborate with clients for a variety of projects, including podcasts, video series, and video games. Manage original audio assets. Record foley. Edit dialogue. Utilize relevant technology such as Wwise, Logic Pro X, and Reaper. Execute non-linear music composition techniques, including horizontal resequencing, vertical layering, and building tracks to be looped.

* Designed and implemented original sounds and foley for ongoing collaboration with a YouTube creator.
* Produced original sound assets and music for independent game projects and competitions.

**University of Nevada, Las Vegas, Las Vegas, NV 2019 – Present**

**Adjunct Professor**

Operate within the University of Nevada, Las Vegas School of Music. Design curriculum for and lead private saxophone, jazz improvisation, and composition lessons. Assist students throughout their learning experience, finding solutions to students’ unique challenges.

* Ensured a smooth transition to remote learning; retained students throughout the course of the Covid-19 pandemic.

**Additional Experience**

**Freelance Musician, Las Vegas, NV**

Delivered high-quality performances in a variety of environments.

* **Musician, Lucky Devils Band**: Played at weddings, corporate events, and in other settings.
  + Built collaborative relationships with musicians and artists throughout tenure with Lucky Devils Band.
* **Orchestra Musician, V Theatre Group**: Remained on-call for Vegas! The Show. Performed in both reed chairs, playing tenor saxophone, alto saxophone, baritone saxophone, clarinet, and flute.
* **Show Band Musician, Carnival Cruise Lines**: Performed in various band sizes and settings, playing baritone saxophone, tenor saxophone, alto saxophone, clarinet, and flute.

**Instructional Assistant, Clark County School District, Las Vegas, NV**

Supported the Orchestra program at Greenspun Junior High School. Monitored string instrument inventory. Managed student database. Led accounting and record keeping.

* Guided the Orchestra program during a personnel transition; supported new faculty and ensured that curriculum was effectively followed.
* Fostered transition to remote learning during Covid-19 pandemic; aided students during this challenging time.

**Para-Professional, Clark County School District, Las Vegas, NV**

Led sectionals and band rehearsals. Instructed students in the private lesson setting as needed. Crafted musical arrangements for the jazz band and the string orchestra.

**Graduate Assistant, University of Nevada, Las Vegas, Las Vegas, NV**

Directed beginner level big band. Facilitated direction of top two big bands. Booked bands for student events. Organized and managed the jazz chart library. Completed administrative tasks for the department.

* Co-produced two full-length albums for the University of Nevada, Las Vegas jazz division. Facilitated full production cycle, including chart arrangement, formatting, rehearsals, studio recording, editing, and distribution.

**Education**

**Master of Music (Composition)**

University of Nevada, Las Vegas, Las Vegas, NV

**Bachelor of Arts in Music (Jazz Studies)**

St. Francis Xavier University, Antigonish, Nova Scotia, Canada

**Technology**

Music Notation- Finale, MuseScore  
Audio Post-Production Tools: Logic Pro X, Reaper

Game Audio Middleware: FMOD, Wwise

Game Engines: Unity

**Awards**

Project Grant, Nevada Arts Council, 2019

Outstanding Original Composition for Small Ensemble, Downbeat Student Music Awards (Graduate College Division), 2018

Outstanding Arrangement for Big Band, Downbeat Student Music Awards (Graduate College Division), 2018

Outstanding Original Composition for Small Ensemble, Downbeat Student Music Awards (Graduate College Division), 2017