

Michaela Beasley

Sound Designer/ composer

My portfolio - <https://michaelabeasley686.wixsite.com/michaela-beasley-sou>

👤 Profile

Professional and diligent technical audio designer, with a history of creating and implementing quality sounds using both Wwise and Unreal Engine with efficiency. With refined technical skills in multiple digital audio workstations and middleware, I am confidently able to implement and build interactive audio playback systems and create a wide range of complex soundscapes. With three years of audio design experience, I am looking for an environment to utilise the skills I have acquired whilst working on a variety of game projects.

📁 Employment History

Intern/sound designer at Warner Bros. Discovery x Rocksteady Studios, London

November 2022 — March 2023

Selected as one of 20 participants to take part in the audio cohort stream.

- Applying what I learned about designing unique sounds using field recorders, I was to craft high-quality ambience that adds depth and immersion to my projects.
- By incorporating what I've learned about utilizing middleware such as Wwise, I can now create even more immersive audio experiences with the integration of spatial audio, enhancing the depth and realism of the soundscapes in my projects.
- Cooperate and plan the audio vision of the game in collaboration with the other creative disciplines such as game design and code developers.

Researcher at Ivor's Academy, London

February 2022 — February 2023

Participated in a leadership role for the independent trade body for songwriters and composers.

- Through my experience in performing critical research to support diverse groups of composers, I've gained valuable insights into the unique challenges and perspectives within the field, enabling me to advocate for inclusivity and representation in music composition.
- Represented songwriters and composers at different events.
- Travelled around the UK as a delegate, representing the company.

Film editor/sound designer at Music Relief Foundation, London

August 2019 — August 2022

Providing High quality productions for a grassroots non-profit organisation, that aided in the creation of opportunities for talented young musicians in London.

- Designing unique virtual environments to showcase young talent during the pandemic.
- Utilised a wide range of audio equipment to capture and process sound for broadcast, film, and video production.
- Provided opportunities for young talent from diverse backgrounds to be represented in the media.

Details

London, United Kingdom,

07517150196

Michaelabeasley68@gmail.com

Links

[linkedin](#)

Skills

Wwise (middleware)

Logic pro x

Field recorder operator

Avid pro-tools

Unreal editor (UE4-UE5)

Education

BSc (Hons) Music Composition Technology, University of Hertfordshire, Hertfordshire

September 2021 — May 2023

- Graduated with Honours.
- Was rewarded an Honourable mention for an original composition.

Extended Diploma in music and Technology, Southwark college, London

September 2018 — May 2020

- Graduated with three Distinctions.
- Performed in many well-known venues and provided technical support.

References

Marcia Deakins from NextGen Skills Academy

MarciaDeakin@nextgenskillsacademy.com

Steven Coltart from Games Leader at Norwich University

Steven@Coltartmusic.com

Dr. Gina Jackson OBE from WBD X Rocksteady Studios Games Academy
Mentor

gina.jackson@blushingblue.co.uk

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My website address.