

Alec Weesner

Music Composer

alec.weesner@gmail.com – www.alecweesner.com

Skills

Music Workstations

- FL Studio, Garageband, Ableton Live

Developmental Tools

- FMOD, Visual Studio, Jira, Trello, Perforce, Unity Collab, Adobe Premiere

Game Engines

- Unreal Engine 4 (2 years), Unity (2 years)

Work History

“dARts” (IOS) – Audio Lead/Music Composer/Producer 12/2019 to 03/2020

Games for Love

- Led the sound designer in creating the audio and music
- Co-Composed the soundtrack
- Integrated music and SFX using Visual Studio
- Led daily Scrum meetings with the team
- Coordinated with each member on weekly duties and schedules

“Neko Ghost Jump” (PC) – Music Composer/Sound Designer 10/2019 to Present

Burgos Games

- Composed the full soundtrack
- Created SFX using sound synthesis and foley techniques
- Integrated music and SFX using Unreal Engine 4 blueprints
- Composed music for the announcement trailer
- Utilized Scrum methodology

“Island War” (PC) – Music Composer/Sound Designer 08/2019 to 05/2020

Games for Love

- Composed the full soundtrack
- Created all SFX
- Integrated music and sound effects using FMOD

“Five Heroes: The King’s War” (IOS) – Music Composer 06/2018 to Present

Banditos Studios

- Composed the full soundtrack
- Created SFX
- Composed music for the announcement trailer

Education

Bachelor's Degree in Marketing | 2020

- California State University, Fullerton