

Faith Fischer

Sound Designer and Composer

Email: fischerfaith11@gmail.com

Website: www.faithfischersound.com

Phone: 330-441-7594

Education

Michigan State University— BA in Games and Interactive Media + BA in Digital Storytelling —

August 2025-Present

- Honors College
- Spartasoft Studio (1 year)
- Spartasoft (1 year)
- Diversity in Games (1 year)
- Cucci Endowed Scholarship

GPA: 4.0

Projects + Work Experience

Purrcell — Composer, SFX Designer, Audio Engineer

- Worked with a large team of other students on a soothing video game about navigating grief.
- Worked as the team's only SFX designer, audio engineer, and composer.
- Used Reaper for foley SFX, FMOD for implementation.

Transforming Tools Together — Composer

- Worked with a team of 20+ on a tool for accessible mental health screening.
- Composed music for and narrated 10+ mental health questions, matched sound to animation outlines.
- Used Logic Pro and FL Studio for music composition.
- Co-designed with and taught autistic youth how to use BandLab music software.

Disinfo Fighters — Composer

- Only composer for an educational game about common debate fallacies and the Samoan measles crisis.
- Composed title music + non-repetitive music jingles with a focus on user accessibility.
- Used Logic Pro and FL Studio for compositions.
- Game accepted into Meaningful Play conference 2026.

Skills

Daws: Reaper, Logic Pro, FL Studio

Audio Implementation: FMOD Middleware, C#

Music Composition

Foley

Narration

Unity

UI Design: Adobe Photoshop, Figma, Canva

Teamwork