

# Faith Fischer

*Sound designer and composer*

## Contacts:

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## Education:

**Michigan State University**, East Lansing MI  
— BA in Games and Interactive Media/BA in Digital Storytelling

August 2025 - PRESENT

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

GPA: 4.0

## Skills:

**Daws:** Reaper, Logic Pro, FL Studio

**FMOD Middleware**

**Music Composition**

**Foley**

**Unity**

**UI:** Photoshop, Figma

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**Collaboration**

**Networking**

**Outside the box thinking**

**Ambitious**

## Projects:

### Purrcell — Composer/SFX Designer

- Worked with a large team of other students on a soothing game about navigating grief.
- Worked as the team's only SFX designer, audio engineer, and composer.
- Stayed on top of tasks with Jira/Confluence
- Used Reaper, FL Studio, and foley for SFX, FMOD middleware for implementation.

### Disinfo Fighters — Composer

- Composed for an educational game based on the Samoa measles crisis, taking into consideration a wide variety of game environments and culture.
- Collaborated with the game's developer as the composer in a two-person team.
- Used FL Studio/Logic Pro for compositions.

### CN Vision — Playtest Researcher

- Worked with a team of grad and undergrad students to develop an AR educational tool that maps cranial nerves.
- Collected play test research over the course of multiple sessions.
- Accepted into Meaningful XR 2026 poster session.

### Transforming Tools Together — Composer/Narrator

- Worked with a team of 20+ on a tool to reshape autistic mental health screening.
- Composed music to and narrated mental health questions.
- Collaborated with and taught autistic youth how to use BandLab music software.
- Participated in scoping review research.