

Faith Fischer Sound designer and composer	
Contacts: Email: fischerfaith11@gmail.com Website: www.faithfischersound.com Phone: 330-441-7594	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. • Used Reaper, FL Studio, and foley for SFX, FMOD for implementation. Disinfo Fighters — Composer • Was the only composer for an educational game based on the Samoa measles crisis and interpreted a wide variety of game environments and culture. • 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. • Collected play test research over the course of multiple sessions. • Presented during a Meaningful XR 2026 poster session. Transforming Tools Together — Composer • Worked with a team of 20+ on a tool to reshape autistic mental health screening. • Composed music based on 10 mental health questions, matched sound to animation outlines + moods. • Co-designed and taught autistic youth how to use BandLab music software. • Participated in scoping review research.
Education: Michigan State University, East Lansing MI — BA in Games and Interactive Media/BA in Digital Storytelling August 2025 - PRESENT • Spartasoft Studio (1 year) • Spartasoft (1 year) • 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 Collaboration Networking Outside the box thinking Ambitious	