

David Mckee

Cleveland, Ohio ▪ dmckee1009@gmail.com ▪ [Portfolio](#) ▪ [LinkedIn](#)

Projects

Clock Out At 2: Borderless Studios 2024

Audio Director

- Composed dynamic horror & lo-fi music for various game moods
- Recorded, designed, and arranged sound effects using Reaper
- Coordinated with remote team members with multiple disciplines across international timezones
- Integrated dynamic audio into RenPy with lightweight Python implementation

Alligori: Inigmas Games 2024

Audio Director

- Assessed scope of the game and aided team lead & head programmer on best audio implementation options in Unity
- Created chiptune sound effects using both live recordings and synthesizers
- Matched sound effects to character animations and environment assets
- Composed original chiptune music for areas in the game

Vividlope: Jaklub 2023

Music Composer

- Composed four upbeat songs across various electronic genres

Dynamic Dream: Dreamcore Studios 2020

Audio Director

- Composed and implemented dynamic music using Unity, Wwise, and light C# programming
- Tied interactive audio to visuals based on player input

RetroArch: Libretro 2019

UI Sound Designer

- Worked with main developers to create sound effects for a popular, open-source emulator frontend with a vast, multi-platform user base

Skills and Tools

Unity ▪ Unreal Engine ▪ FMOD ▪ Wwise ▪ Reaper ▪ Logic Pro ▪ Cubase ▪ Foley sound recordings