

Laryssa Okada

Laryssa Okada is a composer for video games and film. She has interned at Sony Computer Entertainment America working on titles like Mass Effect Andromeda and Anthem, worked for Sarah Schachner as a music editor on Assassin's Creed, and has even spoken as a panelist at Game Sound Con and the Game Developers Conference. Her latest project as lead composer, Manifold Garden, will be available for release soon.