



# BENJAMIN KERBER

Game Engineer with well-rounded experience spanning various aspects of game development, a focus on crafting immersive audio experiences and always eager to improve their expertise.



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Balge, Germany

## SKILLS

C++ • C# • C

Unreal • Unity

Wwise • FMOD

Reaper • Pro Tools • Audacity

Visual Studio • Rider • Git

Blender • Substance Painter

## EDUCATION

### Bachelor of Science in Game Engineering

University of Applied Sciences,  
Kempten, Germany

Aug 2023

## CERTIFICATES

Wwise-101

Wwise-110

## LANGUAGES

German (native)

English (fluent)

French (basic)

## Work Experience

Nov 2021 – May 2022

Zockrates Laboratories | Nuremberg, Germany

### Audio Programmer Intern

Joined a renowned indie studio and contributed to the development of their Unity-based action-adventure game *Ruffy and the Riverside*

Aug 2016 – May 2021

Weickmann & Weickmann | Munich, Germany

### IT Working Student

## Projects

### Wendigo Mountain – Game Developer

- Developed a first-person horror game utilizing C++ in combination with Unreal's Blueprint system and gameplay framework.
- Designed and implemented an immersive sound concept utilizing industry standard tools like Reaper and Wwise.
- Conducted a study to research the influence of sound on player perception and behavior.

### Ruffy and the Riverside – Audio Programmer

- Gained familiarity with the existing codebase and mechanics to seamlessly integrate sound cues.
- Explored and assessed sounds across a multitude of sound libraries to introduce fitting SFX to the game.
- Collaborated and communicated with a sizable team of 7 other programmers and artists in daily meetings to coordinate tasks and the creation of new features.

### Cube – Sound Designer, Music Composition

- Utilized Wwise to arrange an original audio concept for an existing game.
- Produced multiple energetic audio tracks to reflect the dynamic nature of the gameplay loop, by utilizing Waveform.

### Cthulhu Attacks – Sound Designer, Project Lead

- Utilized Microsoft's HoloLens to create an AR Shooter that provides the player with a unique gameplay experience.
- Led a team of 4 other programmers and artists using Scrum, ensuring a timely completion of all tasks and the entire project.
- Refined the audio design by integrating sound effects through the employment of FMOD.