**Ben Williams**

Sound Designer | Gameplay Programmer

[Website](https://benwilliams-dev.com/)| [My Games](https://bones2421.itch.io/)

### **Professional Summary**

Sound Designer and Gameplay Programmer specializing in immersive audio for games. Proficient in DAW’s and field recording techniques. Eager to contribute innovative audio solutions to engaging projects. Excellent communicator.

### **Skills**

* **Audio Tools:** FMOD, Wwise, REAPER, FL Studio, Cubase, Ableton Live,Focusrite Scarlett Solo, H4n Pro, AT2035.
* **Technical:** C++, Lua. Unreal Engine (UE4/UE5), Unity, Core Engine. Git, GitHub, Perforce, Plastic SCM.

**Soft Skills:**

* Communication, Problem-Solving, Time Management, Critical Thinking, Project Management

### **Experience**

**Freelance Sound Designer**

*2020 – Present*

* Created sound effects for **Nebula**, and **ChessQuest**. Collaborated with teams to release two games.
* Utilized Wwise, FMOD, and REAPER for audio integration.

**Lead Programmer, PlayNet/CRS**

*2022 – 2023*

* Managed codebase for **WWII Online: Chokepoint**; mentored developers. Upgraded engine from UE4 to UE5.
* Migrated the entire team from SourceTree to Git-based workflows and communicated with team members.

**Playtester, Nexon Games**

*2022 – 2023*

* Tested **The First Descendant**, providing feedback on gameplay and audio. Communicated with the community.

**Playtester, Blue Isle Studios**

*2022 – 2023*

* Evaluated **Project LEAP** for audio quality and game mechanics. Provided feedback to developers.

### **Projects**

**Nebula**

*Sound Designer | 2024*

* Composed immersive soundscapes using REAPER and MetaSounds. Developed audio events with FMOD.

**Chronicle and Century**

*ameplay Programmer | 2023*

* Built seamless portal system in C++. Integrated ambient sounds, enhancing engagement by 40%.

**MekaJam**

*Solo Developer | 2022*

* Produced dynamic SFX, boosting sales by 70%. Designed mech battles using Lua and Kitbashing.

### **Education**

**CG Spectrum**

* *Diploma in Gameplay Programming | 2023; designed temple run style game*

**University of Denver**

* *Certificate in Full-Stack Development | 2019; built multiple websites from scratch using the full MERN stack*

**Certification:**

* Unreal Engine Certified Developer; obtained at CG Spectrum