**Ben Williams**

Website | Itch.io

### **Objective**

Passionate **Sound Designer** specializing in creating immersive audio for games. Seeking to contribute SFX to game projects. Skilled in using DAWs and physical objects to create SFX and music.

### **Skills**

* **Technical**: FMOD, Wwise, REAPER, FL Studio, Cubase, Ableton Live, C++, Lua, Unreal Engine, Unity, GitHub, Perforce, Plastic SCM, Kitbashing, SourceTree, Atlassian Suite, Field Recording, Focusrite Scarlett Solo, H4n Pro, Audio Technica AT2035,
* **Soft Skills**: Communication, Problem-Solving, Time Management, Critical Thinking, Project Management

### **Projects**

**Nebula** | **Sound Designer** | 2024

* Composed sound effects and reverb systems using REAPER, MetaSounds, and Sound Cues
* Used FMOD to created events for ambient audio and SFX

*Tools*: UE5.3, Wwise, FMOD, REAPER, FL Studio, H4n Pro, Audio Technica AT2035, Focusrite Scarlett Solo 3rd Gen

**Chronicle and Century** | **Gameplay Programmer** | 2023

* Developed a seamless portal system using C++.
* Integrated ambient sounds and FX using sound cues and MetaSounds, increasing engagement by 40%.

*Tools*: C++, UE5, REAPER, FL Studio

**MekaJam** | **Solo Developer** | 2022

* Developed SFX for punching, footsteps, reverb, and gunshots utilizing REAPER, increasing sales by 70%.
* Designed mek fights using Lua and Kitbashing for level and character design.

*Tools*: Core Engine, Lua, FMOD, Kitbashing

### **Experience**

**Freelancer** | **Sound Designer** | 2020 – 2024

* Designed audio for projects such as **Nebula**, **SpaceScroll**, and **ChessQuest b**y creating advanced SFX.
* Overcame communication barriers and vetted team members, resulting in the release of two games.

*Tools*: Wwise, FMOD, REAPER, GitHub, Perforce, Unity, Ableton Live, MIDI, Audio Technica AT2035, H4n Pro, Cubase, C++, UE5, Lua

**PlayNet/CRS** | **Lead Programmer** | 2022 – 2023

* Managed the codebase for WWII Online: Chokepoint and mentored junior developers
* Upgraded the game from UE4 to UE5 and transitioned the team to Git-based workflows

*Tools*: C++, Git, GitHub, Anchorpoint, SourceTree, Confluence, UE4, UE5

Nexon Games | Playtester (The First Descendant)| 2022 – 2023

* Provided feedback to the developers, testing game mechanics and audio

*Tools*: C++, UE5, Slack, Discord

Blue Isle Studios | Playtester (Project LEAP)| 2022 – 2023

* Tested game audio, game mechanics, and game servers to ensure readiness

*Tools*: UE5, Discord

### **Education**

* **CG Spectrum** – Gameplay Programming Diploma | 2023
* **University of Denver** – Full-Stack Development | 2019
* **Unreal Engine Certified Developer**