**Ben Williams**  
[Website](https://benwilliams-dev.com/) | [Itch.io](https://bones2421.itch.io/)

**Objective**

Sound Designer with a passion for creating immersive audio experiences for video games. Seeking an opportunity to contribute innovative soundscapes and sound effects to a dynamic game development team, particularly in indie or AAA game projects.

**Projects**

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

* Created and implemented a seamless portal system, enhancing player experience by ensuring smooth transitions between levels.
* Collaborated with the development team to integrate audio elements that complemented the gameplay.

**Tools Used:** C++, Unreal Engine 5

**MekaJam | Role: Solo Developer 2022**

* Developed character sounds, environmental audio, and interactive audio elements.
* Built mek arena to contribute to the larger mekaverse and designed mek fight.

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

**Nebula (Sound Demo) | Role: Sound Designer 2024**

* An ongoing project showcasing my skills in sound design for video games. Features original compositions, sound effects, and ambient audio designed to create an immersive experience.

**Tools Used:** Unreal Engine 5.3, Wwise, FMOD, Meta Sounds, Sound Cues, Blueprints, Animations

**Professional Experience**

**Freelancer | Role: Sound Designer 2020 - 2024**

* Worked as a sound designer on various projects. Added audio to games or improved existing sounds.

**Tools Used:** Wwise, FMOD, REAPER, Cubase, Github, Perforce

**Skills**

FMOD, Wwise, REAPER, FL Studio, Cubase, Ableton Live, C++, LUA, C#, Java, Python, Unreal Engine, ProTools, Unity, GoDot, Meta Sounds, Sound Cues, GitHub, Perforce, Slack, Teams, Google Suite, Adobe Suite, Microsoft Suite, AWS, Google Cloud, Stadia, Core Engine

**Education**

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