Dear Hiring Manager,

I am excited to introduce myself as a Sound Designer with a passion for creating immersive audio experiences for video games. With a diverse background in sound design and game development, I am eager to contribute my skills to a dynamic and creative team. My experience spans various indie and AAA game projects, making me well-equipped to deliver high-quality audio elements that enhance gameplay.

In my recent role as a Gameplay Programmer for "Chronicle and Century," I was responsible for creating and implementing a seamless portal system, significantly enhancing the player experience by ensuring smooth transitions between levels. Additionally, I collaborated closely with the development team to integrate audio elements that complemented the gameplay, showcasing my ability to work effectively in a team environment. This project utilized C++ and Unreal Engine 5, highlighting my technical proficiency.

As a solo developer for "MekaJam," I took on the challenge of developing character sounds, environmental audio, and interactive audio elements. Building the mek arena and designing mek fights within the larger mekaverse allowed me to independently create engaging and dynamic audio experiences. This project involved the Core Engine, Kitbashing, and Lua.

Currently, I am working on "Nebula," a sound demo project that showcases my skills in sound design for video games. This ongoing project features original compositions, sound effects, and ambient audio designed to create an immersive experience. My tools for this project include Unreal Engine 5.3, Wwise, FMOD, Meta Sounds, Sound Cues, Blueprints, and Animations.

Throughout my tenure as a freelance sound designer from 2020 to 2024, I have contributed to various projects by adding audio to games or improving existing sounds. This experience has allowed me to refine my skills in using industry-standard tools such as Wwise, FMOD, REAPER, and Cubase.

My education includes a Gameplay Programming Diploma from CG Spectrum and a Full-Stack Development certification from the University of Denver. I am also an Unreal Engine Certified Developer. My technical skills encompass 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, and Stadia.

I am confident that my expertise in sound design, combined with my technical skills and passion for creating immersive audio experiences, makes me a valuable addition to any game development team. I look forward to the opportunity to contribute to innovative projects and help bring them to life with engaging and high-quality audio elements.

Thank you for considering my application. I am eager to discuss how my background, skills, and enthusiasm can align with the goals of your development team. Please feel free to contact me at williamsben91@gmail.com or 720-492-5954 to schedule a conversation.

Sincerely,

Ben Williams

[Portfolio](https://benwilliams-dev.com/)[Itch Page](https://bones2421.itch.io/)