Burnaby, BC
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BEN LUSTED

LANGUAGES/FRAMEWORKS

- HTML/HTML5
- CSS3
- SCSS
- JavaScript
- MeteorJS
- NextJS
- React
- Python

SOFTWARE/TOOLS

- Git
- Adobe Creative Cloud
- Google Docs, Sheets
- Brackets, Dreamweaver, Atom, VS code
- Chrome Dev Tools

EXPERIENCE

FrickIt Studios, Vancouver/Remote — *Web Developer*

October, 2019 - January, 2020

- Designed a website for the company and product page for their project 'SIGMA'.
- A simple website with common 'home', 'about', 'contact' and 'SIGMA' (the project) pages.

Electronic Arts, Vancouver — *Technical Sound Designer*

November, 2018 - July, 2019

- Worked with the programming team to implement new audio tools into the Frostbite engine.
- Designed sound effects for Need for Speed: HEAT.
- Took part in morning meetings to discuss game progress and what has been worked on.
- Implemented sound effects in a 'blueprint' style in Frostbite.

Bongarde, Penticton — *IT*

November, 2018 - July, 2019

- Mac and PC technician for an industrial printing office.
- Handled all internal systems and maintenance for phones, computers, printers, etc.

EDUCATION

Vancouver Film School, Vancouver — *Sound Design for Visual Media*

FEB 2017 - FEB 2018

Studied sound design for video games and movies. Working on multiple student films and games while learning from instructor working in the industry. Practiced mixing in a professional mix stage and practiced foley, sound design, synthesis, and different recording techniques.

HOBBIES/PROJECTS

Video Game Development

I have been practicing game development part-time for the last 6 years, and have experience programming in C# and JavaScript within Unity.

I am also very experienced with GML in GameMaker and Blueprint in Unreal Engine.

Web Development

Web development has always been an interest to me, and I decided to pursue it further. From building static websites to tools such as a tracker that displays a development teams GitHub commits, recently filed bugs, and sections for uploading progress pictures and more.

Sound Design

After starting to write and produce music around 8 years ago, I decided to study sound design further at the Vancouver Film School. Then had the amazing opportunity to work with Electronic Arts on the latest Need for Speed video game.

CERTIFICATION

Responsive Web Design Certification - freeCodeCamp.org

JS Algorithms and Data Structures Certification - freeCodeCamp.org

GOALS

To strengthen my skills as a web developer and programmer in general and be a part of the applications that will shape how we work in the future.