
Benjamin Lusted

Video Game Audio Designer

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SUMMARY

Game audio designer with 3+ years of experience working with teams, freelancing, and all things audio in video games.

EXPERIENCE

Blast Buddies, Vancouver - *Sound Designer*

2016, 2017

- Lead sound designer
- Designed all sound effects and dialog.
- Implemented all sounds

Alter Ego, Vancouver - *Composer*

2017

- Wrote an original score for the film.
- Additional sound design when needed.

Concert For A Cure, Summerland - *Co-Organizer/Speaker*

2016

- Organized a diabetes fundraiser in the Southern Okanagan
- Gave a small speech/talk on my life with diabetes.
- Raised upwards of \$5100.00.

EDUCATION

Vancouver Film School, Vancouver, BC - *Diploma*

February 2017 - February 2018

Focusing on film production/post-production, audio in video games, and field recording. Received diploma in Sound Design for Visual Media