

# Benedict Sanderson

## Sound Designer for Video Games

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I am a sound designer and audio engineer for video games, from London, and living in Italy. I currently work remotely at stillalive studios, combining two of my passions – audio and video games – to create meaningful, exceptional game experiences.

I am proficient with audio software such as Reaper, Pro Tools, and RX, and capable of designing sounds and composing music for video games, VR, and short films. I am experienced in recording and editing, I am proficient with FMOD and Wwise, and I have working knowledge of game engines such as Unity, Unreal, Godot, and Game Maker Studio 2. I am always looking to learn by designing my own small games and organising regular community sound design challenges.

## WORK EXPERIENCE

### stillalive studios, Innsbruck

Sound Designer, Composer

June 2021 - present

Designing and implementing audio for video game projects, using Unreal 4 and 5, Unity, and FMOD. Current credits include:

- **Garden Life** (PC and consoles, 2024) – audio lead, sound design, implementation, composition
- **Bus Simulator: City Ride** (Switch and Mobile, 2022) – sound design and implementation
- **Bus Simulator 21** and **Tram Simulator Urban Transit** (PC and consoles, 2021) – additional sound design and implementation

### Game Sound Designer

2018 - present

- *Mrs Benz* (Singer Studios, 2021) – sound design and implementation in Unreal for an interactive VR experience, featured at the Venice Film Festival.
- *VIDEO GAME* (2018) – sound design, soundtrack composition and Wwise implementation of audio for Luke Sanderson's title *VIDEO GAME*, available on Steam.
- *STAR TITAN* (Dark Pyre, 2019) – sound design and editing contributions.

### Spatial Audio Labs, London

Sound Designer, Audio Engineer

February 2019 - 2021

Designing and implementing audio for immersive 360, VR, and gallery installation projects **Current credits include:**

- **Offing** (VR short film) for the Kaohsiung Film Festival, Taiwan
- **Dreams of Gold** (VR Documentary) for the International Labour Organisation
- **Untitled animation** on women's role in peacekeeping for the UN
- **The Future of Flight** for British Airways at the Saatchi Gallery

### Audio Engineering Society

September 2017 - 2020

Communication with well-known audio companies to organise and maintain benefits and offers for student members of the AES through their website.

## EDUCATION AND QUALIFICATIONS

SAE Institute London – First Class Honours BA in Audio Production, May 2017

Certificate of English Language Teaching to Adults (CELTA)

Full UK driving license

Intermediate level in Italian and Japanese, beginner level in Spanish

I have experience in teaching, in Europe and in Japan, which has helped me develop as an excellent communicator, and an efficient, reliable, and responsible member of a team with a keen eye for detail.

I am an avid musician, predominantly playing guitar and horns, performing in professional and recreational capacities.

## REFERENCES

### Julian Mautner

CEO, stillalive studios

<https://stillalive.games>

[julian@stillalive.games](mailto:julian@stillalive.games)

### Axel Drioli

Spatial Audio Lead, Sounding Wild (previously Spatial Audio Labs)

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