ALEXANDER HILDER

PROFILE

I'm a Norwich-based sound designer with a Master's in *Sound and Music for Interactive Games* from Leeds Beckett University, where I focused on creating and implementing audio for both linear and interactive media. Building on my BA (Hons) in *Music Production* (2:1, 2018), I've developed a strong foundation in recording, editing, Foley, and mixing, alongside a passion for storytelling through sound.

I continue to refine my craft through personal projects in **Unreal Engine**, **sound redesigns**, and **game jams**, exploring both creative sound design and technical implementation. I'm eager to contribute to professional audio projects and collaborate within a team that values creativity, precision, and innovation in sound.

Sound Design & Audio Implementation Show Reels
Sound Design Reel
Audio Implementation Reel

TECHNICAL SKILLS

Game Audio: Unreal Engine 4/5, Unity, Wwise, FMOD, Blueprints, C# scripting
Sound Design: SFX creation, Foley, ADR, field recording, audio editing & processing
Production: Reaper, Logic Pro, Pro Tools, mixing & mastering

CONTACT

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LINKEDIN
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EDUCATION

Leeds Beckett University, MSc – Sound and Music for Interactive Games
September 2021 – September 2022, Final Grade - 2.1

- Developed audio implementation skills using **Unreal Engine 4/5**, **Unity**, **FMOD**, and **Audiokinetic Wwise**.
- **Final Project:** Designed a **dynamic real-time reverb system** for a game featuring **destructible environments**, enabling the acoustic space to update interactively based on gameplay events.
- Created a **first-person weapon system** with dynamic reverb and early reflection processing in UE4 and Wwise.
- Designed and implemented an **interactive music system** for a horror-themed project in Wwise.
- Produced and integrated **sound design for a space fighter level** in Unity using **C# scripting** and FMOD.
  Video examples available at: **[Portfolio Website]**

RELEVANT EXPERIENCE

Feed 'em Up *(Unity)* — Global Game Jam 2024
Sound Designer, Anything World Team

- Created all audio assets including SFX and ambiences within a 48-hour development cycle.
- Collaborated closely with the development team to align audio design with the game's overall vision.
- Delivered adaptive solutions to meet rapidly changing project requirements under tight deadlines.
- Received positive feedback from the team for creative and technical audio execution.

Dynamic Reverb System for Destructible Environments *(Unreal Engine 4 & Wwise)*
Final MSc Project, Leeds Beckett University

- Designed a **real-time dynamic reverb system** that adapts to environmental changes such as opening doors or destroying walls.
- Implemented a custom **"portal" Blueprint** that detects connected spaces and routes audio through appropriate reverb buses in Wwise.
- Integrated player distance and position tracking to control **reverb attenuation and spatial panning** dynamically.
- Demonstration available at: **[Final Project Demo]**

First-Person Shooter Weapon Audio System *(Unreal Engine 4 & Wwise)*
Academic Project, MSc Programme

- Developed and implemented audio for multiple weapon types (pistol, assault rifle, flamethrower).
- Created a **dynamic reverb and early reflection system** that responds to player location and room size.
- Utilised **line tracing** in UE4 to control delay parameters and simulate environmental reflections.
- Demonstration available at: **[FPS Demo]**

Space Exploration Level Audio Implementation *(Unity & FMOD)*
Academic Project, MSc Programme

- Designed and implemented **reactive engine audio** that responds to player input in real time.
- Used **C# scripting** to link mouse position data to FMOD parameters controlling EQ, distortion, and pitch.
- Ensured seamless looping and dynamic variation to enhance the feel of flight and engine load.
- Demonstration available at: **[Spaceship Demo]**