

# William Powers

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## SUMMARY

Quick Learner, ready to take on any task and teach myself along the way. Experience in Unity, Unreal, Wwise, Metasounds, Protools, and LogicProx gives me a wide range of experiences to pull from when figuring out a problem and tackling it head on. I am experienced in working with a team to produce high quality indie games and am excited to pursue something larger.

## SKILLS

- Proficient with Pro Tools
- Proficient with Logic Prox
- Sound Design
- Sound Editing
- Foley Design
- Wwise Experience
- Unity Experience
- Unreal Experience
- Metasounds Experience

## EXPERIENCE

### **Cook, Cathedral Square, February 2022-Current Burlington, VT**

- Prepared and served meals on an adaptable menu where things could change on a moments notice
- Enforced proper sanitation practices to prevent spoiling or contamination of foods.

- Regulated oven, broiler and roaster operations for cooking at correct temperatures.

#### **Prep Cook, El Gato Cantina, May 2021-December 2021 Burlington, VT**

- Prepared dishes in a fast-paced environment working with teammates to maintain a high customer satisfaction rate.
- Prepared variety of foods according to exact instructions and recipe specifications.
- Retained consistent quality and high accuracy when preparing identical dishes every day.

## **EDUCATION AND TRAINING**

### **Bachelor of Science**

Game Sound Design, Champlain College, Burlington VT Expected in May 2023

- Additional Coursework in Game Design
- Kessler Syndrome, Capstone Project: 3D Ambient Horror Game made with Metasounds and Unreal 5, Lead Sound Designer, Product Owner
- Udder Chaos, Junior Project: 3D Arena Shooter made with Unity and Wwise, Sound Designer

## **WEBSITES, PORTFOLIOS, PROFILES**

[willpowersaudio.com](http://willpowersaudio.com)