ALEXANDER HILDER

PROFILE

I'm Alex, a Norwich based sound designer that has recently just completed a master's in Sound & Music for Interactive Games at Leeds Beckett University. In 2018 I graduated from Leeds Beckett University with a 2:1 BA(Hons) in Music Production. During my undergraduate I gained vital experience in areas such as, studio recording, field recording, mixing & mastering audio, and post-production techniques such as, ADR/dialogue editing, Foley recording and sound design. After graduating in 2018 I continued to develop my skills and understanding in the field of sound design, and this led me to an interest in game audio and the challenges that producing audio for a non-linear form of entertainment presented.

Sound Design & Audio Implementation Show Reels

https://alexhilder96.wixsite.com/alex-hilder

CONTACT

PHONE NUMBER:
07760258529

WEBSITE:
https://alexhilder96.wixsite.com/alex-hilder

LinkedIn:
www.linkedin.com/in/alex-hilder-276a72221

EMAIL ADDRESS:
alexhilder96@gmail.com

EDUCATION

Leeds Beckett University, MSc – Sound and Music for Interactive Games
September 2021 – September 2022, Final Grade - 2.1
Over the Past year since undertaking my master's degree I have been focusing on developing my audio implementation skills using software such as Unreal Engine 4/5, Unity, Fmod and Audiokinetic Wwise. As part of my coursework, I have produced a first-person weapons system with a dynamic reverb and early reflection system using UE4 and Wwise, an interactive music system for a horror themed game in Wwise and created and implemented the sounds for a space fighter level in Unity and Fmod using C# scripting. Video examples of all these levels can be found at: (https://alexhilder96.wixsite.com/alex-hilder).

RELEVANT EXPERIENCE

Feed 'em Up - (Unity) - Global Game Jam Project
As part of the 2024 Global Game Jam I joined the Anything World team as their sound designer. For this project I was in charge of conceptualising and producing all the audio assets for the game. During this process I worked closely with the development team to ensure the audio elements aligned with their overall vision for the game. Due to the time constraints on the project it was important that I was able to adapt quickly to the ever evolving project and provide support and solutions to any audio related issues. I received positive feedback from the development team on the audio assets I created for this project and enjoyed my time working on the project, whilst also gaining valuable experience in working as part of a development team.

Audiokinetic Wwise & Unreal Engine 4 - Dynamic Reverb System For A Game With Destructible Environments.
For the final project of my masters degree I designed a dynamic reverb system that would react and adapt to changes in the game world environment. In UE4 I designed a system that would spawn in a blueprint, referred to as a 'portal' that would be spawned into the level when a wall was destroyed or a door opened. This blueprint was then able to identify the two different spaces it was between and in Wwise send the audio through the appropriate reverb buses that are associated with the two spaces. Additionally, the 'portal' blueprint was able to monitor the players position and distance in relation to both of the spaces and control attenuation and panning of the reverb buses. To see a short demonstration of this project please visit: (Final Project Demo)

Autokinetic Wwise and UE4 - First Person Shooter Weapons System.
During my master's degree I produced a small level for a first-person shooter game. This level featured 3 different guns the player could use (pistol, assault Rifle and a flamethrower) and a variety of different sized rooms that the player could fire these weapons in. These three weapons were chosen as they all had different fire styles which required different approaches to the audio implementation for each weapon. As there were also different sized rooms throughout the level a dynamic reverb system was produced that would change the reverb based on the player location. An early reflection system was also developed for this level that used line tracing to set delay parameters on a bus in Wwise. To see a demonstration of this project please visit: (FPS DEMO).

Unity & Fmod - Audio Implementation For A Space Exploration Level.
For this project I was tasked with producing the sounds for a small spaceship flying level made in Unity and using Fmod and C# scripting. The sound of the ship's engines was a key part of the level and needed to not only seamlessly loop for the duration of the players play time but also dynamically react to the players input to create more variation in the sound. To achieve this coding was used to get the location of the player mouse on the x and y axis. This information was then used to control parameters of effects such as, EQ, distortion, and pitch in Fmod to make the engines sound like they were underload. For a demonstration of this feature and others in this project please visit: (Spaceship Demo).

SKILLS

- Good knowledge and experience using Unreal Engine 4/5 and Unity.
- Experience using middleware such as Wwise and Fmod.
- Basic knowledge of visual scripting and C# Scripting.
- Advanced proficiency in industry-standard DAWs such as, Reaper, Logic, and Pro Tools.
- Mixing and mastering skills.
- Field recording skills.
- Sound Design for video games and Interactive media.
- Sound effects creation and manipulation.
- Foley and ADR recording.
- Audio editing and processing.