

Zachary Webber

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Game Sound Design graduate with a minor in Media Production, combining technical audio expertise and multimedia storytelling to craft immersive, interactive soundscapes. Adept at integrating sound design and production techniques to enhance player engagement and bring dynamic game worlds to life.

EDUCATION

Champlain College (*Burlington, VT*)

Graduated May 2025

Bachelor of Science in Game Sound Design, Minor in Media Production

- Dean's List, Fall 2022 - Spring 2024
- Cum Laude - GPA: 3.5 / 4.0

Manchester Community College (*Manchester, CT*)

Graduated May 2021

Associate of Science in Computer Network Technology

PROJECTS

Senior Capstone Game: *Booklet's Big Story*

Sept 2024 - May 2025

- Collaborated with a cross-disciplinary team on a two-semester, time-sensitive game project
- Led sound design and original music composition for a multi-stage game
- Implemented interactive audio using Unreal Engine 5 and MetaSounds
- Designed custom sound effects using Foley, Adobe Audition, and Logic Pro
- Delivered a playable demo with positive feedback from Blackbird Interactive Inc.'s president
- Showcased the game at Champlain College's Senior Spotlight event
- Published the final game on Steam and itch.io

Themed Game & Immersive Audio Design

Sept 2023 - May 2024

- Produced original audio soundtracks for theoretical games based on their specific themes
- Created Foley sound effects for action sequences using everyday objects and digital tools
- Composed adaptive music that responds to player actions
- Evaluated peer projects to develop audio critique skills and technical vocabulary
- Provided constructive feedback using industry-relevant terminology

Sound Studio Operations & Live Audio Production

Jan 2023 - May 2023

- Monitored and maintained studio spaces and lab equipment
- Reinforced proper handling and safe usage protocols in the lab
- Assembled an organized studio layouts for recording sessions
- Provided support for live session recordings with music artists
- Gained hands-on experience with Pro Tools for audio editing and mixing, including hotkeys

WORK EXPERIENCE

Technology Technician - Ellington Public Schools (*Ellington, CT*)

April 2021 - Aug 2022

- Assisted teachers with tech issues and event equipment setup
- Managed student devices, accounts, and performed timely repairs
- Supported multiple schools with day-to-day technology needs

Technology Specialist - Suffield Public Schools (*Suffield, CT*)

April 2020 - 2021

- Troubleshoot and resolved hardware and software issues for students, teachers, and staff across multiple campuses
- Maintained and updated student devices, including laptops and tablets, ensuring optimal performance
- Managed student accounts and access permissions across school systems
- Delivered timely technical support to minimize classroom disruptions

SKILLS

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|-------------------|--------------------|---------------------|-----------------------------|
| • Unreal Engine 5 | • Pro Tools | • Audio Engineering | • Microphone Care and Setup |
| • MetaSounds | • Adobe Audition | • Scrum | • Critical Thinking |
| • Logic Pro | • Studio Recording | • Teamwork | • Creative Problem Solver |