

Brandon Ofenstein

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EXPERIENCE

Arythma, University of Utah — *Exclusive Audio Engineer, Lead Designer, 3D Modeler*

August 2022 - December 2022

Here, I gained great experience producing, writing, editing, and performing music for a music themed game. This was a team project in my Traditional Game Development class. The game was a boss rush/rhythm game, and so I had to conceptualize the concepts of all the bosses' attacks and movements while writing the music, which was an unprecedented and welcome challenge. I made every sound in the game myself, and I'm proud of all the work that went in.

 Arythma OST(Original Soundtrack)  Arythma Game Trailer

Time Is Money, University of Utah — *Exclusive Audio Engineer, Lead Designer*

January 2025 - Present

In this Senior Capstone project, I welcomed the role of Audio Engineer and Lead Designer. I am proud of all of my team members and happy with our final product.

Pigskin Punter, Sole Developer — *Sole Developer*

January 2023 - February 2023

I acquired extensive Unreal engine experience from this project. I produced all of the music and sounds to support the player experience. This is a silly game where you shoot your football through 12 levels of uprights. It is now on Steam.

https://store.steampowered.com/app/2292210/Pigskin_Punter/

EDUCATION

University of Utah, Salt Lake City — *Games Major, Music Technology Minor*

August 2019 - Present

I am currently a student at the University of Utah studying Game Design. I am on track to graduate in 2025 with plenty of game design experience. I also have earned a minor in Music Technology. With my passion for music and the hands-on learning I've received from various audio engineering projects, I have received extensive experience in software such as Logic Pro, Adobe Audition, and Adobe Premiere Pro. I know how to use and set up many microphones and recording placement setups, as well as mixing, editing, and producing. Please check out my Youtube channel here:

[Brandon Ofenstein - YouTube](#)

SKILLS

I am a fast and engaged learner.

I seek out ways to make my job and others jobs around me **easier** and more **efficient**.

I am always pushing for good **communication** among my peers, and strive to provide a good experience for customers/clients by making them feel comfortable, satisfied, and well served.

I ask lots of **questions** and strive to **never** make mistakes. I learn new things every shift, and put all my effort into quickly **improving** at any position.

Other Software Skills

I am also very proficient in Adobe Photoshop 2019-2025, Wwise, and comfortable in Maya, ZBrush, and Adobe Substance 3D Painter.

Relevant Courses

Capstone I/II — *GAMES 4500/4510*

Collaborated in a 12–14 person development team across two semesters to design, develop, and prepare a fully realized game for **publication**. Served as the team's **audio designer** and composer, creating original music and sound effects that enhanced gameplay, player feedback, and overall immersion. Implemented audio assets in-engine using industry-standard practices, including sound cue systems, dynamic layering, and audio optimization for performance. Contributed to the complete production pipeline, including pre-production planning, asset creation, programming, and iterative testing, while coordinating with **multiple disciplines** such as design, art, and engineering. Gained hands-on experience with **agile workflows**, version control, and milestone-based development, ensuring deliverables were met on **schedule**. Developed strong **teamwork** and **communication** skills through cross-functional collaboration and peer feedback while addressing real-world challenges of large-scale game production. Worked toward final polish and publishing readiness, learning the **processes** involved in taking a collaborative game project from **concept to market** while contributing to the successful completion and publishing readiness of a **large-scale** collaborative game project.

Traditional Game Design — *EAE 3710*

Collaborated in a **small team** to develop a **prototype game** over a full semester, focusing exclusively on traditional game design principles that prioritize core gameplay and player engagement. Worked within the "traditional" game space constraints, dedicating all efforts to maximizing the **intrinsic fun factor** and **mechanical depth** of the game experience. Iteratively tested and refined various gameplay mechanics through regular playtesting sessions, applying user feedback to enhance game balance and player satisfaction. Analyzed classic and contemporary games across multiple genres to understand design patterns, balancing techniques, and player engagement strategies.

Alternative Game Design — *EAE 3720*

Designed **conceptually-driven** games that conveyed deeper messages and **educational content** beyond traditional entertainment. Created an experimental game exploring the theme of fractured perspectives and subjective truth, demonstrating how different viewpoints can lead to incomplete or inaccurate understanding of events. Developed an educational cartoon-style game focused on microbiology, teaching players about bacterial growth cycles and biological processes through interactive gameplay mechanics that made complex scientific concepts accessible and engaging.

Mobile Game Design — *EAE 3150*

Collaborated in a **three-person team** to develop and **publish** a Guitar Hero-inspired rhythm game using Unity game engine with **Android SDK integration**, gaining hands-on experience in mobile-specific design constraints and audio synchronization. Worked through the complete development pipeline from initial concept to final product, including touch-based rhythm mechanics, UI/UX design for mobile interfaces, and performance optimization. Successfully published the completed rhythm game to the Google Play Store, learning the full mobile game deployment process including store guidelines, app submission procedures, and post-launch considerations.

Asset Pipeline — *EAE 3010*

Independently completed a solo project, learning and applying the complete asset pipeline process. **Developed** game assets from initial concept through final **implementation** in Unreal Engine. Gained hands-on experience with **asset creation**, optimization, and integration, including 3D modeling, texturing, rigging, and importing workflows. Worked through the challenges of maintaining consistent scale, naming conventions, and performance efficiency while ensuring assets functioned correctly within engine constraints. Applied industry-standard practices for **asset organization**, iteration, and troubleshooting, gaining practical insight into how raw creative content becomes polished, engine-ready game material.