

Brandon Ofenstein

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EXPERIENCE

Time Is Money, Team size: 12 — *Exclusive Audio Programmer, Lead Designer*

January 2025 - December 2025

- Served as **Lead Audio Engineer/Designer**, Software Engineer, and Lead Designer
- Designed, developed, and prepared a full-scale game for publication
- Composed and implemented **original music and SFX** with **in-engine audio** systems
- Contributed widely, including planning, **programming**, and **asset creation**
- Collaborated cross-functionally using **agile workflows** and **version control**

Pigskin Punter, Sole Developer — *Sole Developer*

January 2023 - Present

- Iteratively refined a **long-term**, work in progress game project
- Continuously **strengthening** core systems and **production quality**
- Developed a **roadmap** for continued growth
- Committed to long-term **scalability** and **polish**

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

EDUCATION

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

August 2019 - December 2025

- B.S. in Games, Entertainment Arts & Engineering;
 - Minor in **Music Technology**
- Specialized in game audio, **technical sound design**, and audio **implementation**
- Experienced with Logic Pro, Unreal Engine, Adobe Audition, Wwise, and many more
- Skilled in **recording workflows**, editing, mixing, and **professional audio production**
- **Strong** technical foundation in **game production** and **audio systems** development.

Samples of my audio and game-related work can be found here: [Brandon Ofenstein - YouTube](#)

Berklee School of Music — *Certificate in Game Audio Design and Production*

December 2025 - April 2026

- Composed & integrated **music, SFX, & dialogue** using tools such as **Wwise** and **FMOD**
- Conceptualized & **prototyped** compelling game ideas through design, testing, & iteration
- Recorded, edited, and mixed **professional-quality** audio assets tailored for interactive media
- Managed the **creative & technical** aspects of game audio production within **collaborative workflows**

TECHNICAL SKILLS

- Logic Pro 10-12
- Wwise
- FMOD
- Reaper
- Unreal Engine (UE4-UE5)
- Unreal MetaSounds
- Unreal Blueprints
- UEFN
- Unity 3D
- Unity's Native Audio Tools
- Unity Realtime VFX
- Adobe Creative Cloud
- Adobe Audition
- Adobe Premiere Pro
- Adobe Photoshop
- Adobe Substance 3D Painter
- Maya
- ZBrush
- Final Cut Pro
- GitHub
- Source Control
- GIMP
- Excel

Other Skills

- Fast and **engaged** learner
- Actively **contributes** to team **efficiency**
- Good **communication** skills
- Asks **questions**, strives to **improve and grow**
- **Process-driven**, comfortable dedicating long hours