

Ben Aaron Thomson

Sound Designer | Audio Engineer | Game & Film Audio

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PROFILE

Creative sound designer with a professional background in live sound production and a Master's degree in Sound Design for Video Games. Specialising in immersive and interactive audio using Unity and Wwise, with additional experience in Unreal Engine and FMOD. Brings a strong foundation in high-pressure, deadline-driven environments, combining technical precision from large-scale live events with creative and technical audio implementation for games and film.

CORE SKILLS

- Sound Design (Games, Film, Media)
 - Middleware: Wwise / FMOD
 - DAWs: Reaper / Ableton
 - Unity (Advanced), Unreal Engine (Working Knowledge)
 - Interactive Audio Implementation
 - Field Recording & Foley
 - Audio Editing & Mixing
 - Live Sound Engineering (FOH / Monitors)
 - Signal Flow & System Design
 - Team Leadership & Project Delivery
 - Problem Solving Under Pressure
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SHOWREEL & PORTFOLIO

<https://benaaronaudio.com/>

- Interactive game audio systems and implementation work
 - Sound redesigns for film/animation
 - Original field recordings and asset creation
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PROFESSIONAL EXPERIENCE

Control Prep Supervisor

Solotech, Birmingham, UK | 2022 – Present

- Lead the technical prep team (7 engineers) within the UK's highest-turnover control department, delivering audio solutions for major touring and corporate productions
 - Oversee preparation, configuration, and deployment of complex, high-end audio systems
 - Ensure consistent delivery against strict deadlines and technical specifications in fast-paced environments
 - Act as a senior problem-solver for system design, signal flow, and troubleshooting across multiple concurrent projects
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Sound Designer (Projects & Academic Work)

2023 – Present

- Designed and implemented interactive audio systems using Unity and Wwise as part of postgraduate study and personal development
 - Created adaptive sound behaviours driven by player movement, environment, and game states
 - Produced original sound assets including Foley and field recordings to support immersive design
 - Applied middleware workflows and real-time audio implementation techniques in game-engine environments
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Live Sound Engineer (Freelance)

2014 – Present

- Delivered Front of House and monitor mixes for major touring artists including: *The Vamps, Ella Eyre, Ronan Keating, Rita Ora, John Newman, Russell Watson, Crystal Fighters*
 - Operated in high-pressure live environments requiring precision, speed, and consistency
 - Managed professional PA systems, signal flow, and real-time troubleshooting
 - Maintained high-quality audio delivery across a wide range of venues and production scales
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SELECTED AUDIO PROJECTS (ACADEMIC & PERSONAL)

Interactive Game Audio Implementation (Unity + Wwise)

- Designed and implemented adaptive audio systems reacting to player movement and in-game states
- Utilised RTPCs, event-driven systems, and environmental audio logic to enhance immersion

Cinematic Sound Redesign Projects

- Reimagined audio for film/animation with a focus on storytelling, spatial depth, and detail
 - Combined Foley, sound design, and mixing techniques to produce polished final outputs
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TOOLS & TECHNOLOGY

- DAWs: Reaper, Ableton
 - Middleware: Wwise, FMOD
 - Engines: Unity, Unreal Engine
 - Hardware: Professional live sound consoles, microphones, and recording equipment
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EDUCATION

MA Sound Design for Video Games
Thinkspace Education | 2023 – 2025

Audio Implementation with FMOD
School of Video Game Audio | 2020

A Level, Music Technology
Matthew Boulton College | 2006 – 2008

National Diploma, Music Production
Kidderminster College | 2005 – 2006

ADDITIONAL INFORMATION

- Full UK Driving Licence
 - Open to relocation and remote work
 - References available on request
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