

Tom Benter Artist CV

Composer and Sound Artist

Projects

2026

Rock Bottom – Logan Games (Video Game)

Composer

An incremental mining game releasing in July 2026

- Created original sound track
- Created dynamic in-game music system

Tanks for Nothing – Mark Hubner (Video Game)

Composer

A multiplayer tank game releasing in Q4 2026

- Created original sound track
- Created dynamic in-game music system using FMOD

Spooker – Space Dragon (Video Game)

Lead Composer and Sound Designer

A roguelite pool-like horror game releasing in Q3 2026

- Created original music and sound effects
- Recorded full jazz band for live in-game score

Missing Wizards of Mistwood – Plucky Wombat (Video Game)

Sound Designer

A magical virtual reality escape room game releasing in 2026

- Created original sound track and sound effects designed for VR
- Handled full Wwise-Unity implementation

2025

Decompression Session – Tom Benter (Performance)

Ambient performance at Hope St Recordings

- Organised and funded event
- Created and tuned custom speaker setup for drone-based performance
- Performances by Dan West and Joelistics

Woodworm – Samuel Pratt (Video Game)

Lead Composer and Sound Designer

A grid-based puzzle game released in late 2025

- Created original sound effects
- Recorded and processed sound effects to match the game's 8-bit aesthetic

Buttons – Tom Benter (Performances)

Performance series organised by Joelistics

- Regular performer exploring tape loop works and sound-on-sound experiments

Rocket Card Defence – Space Dragon (Video Game)

Lead Composer and Sound Designer

A space-themed tower defence game set to be released in Late 2026

- Created original music and sound effects
- Recorded and directed voice actor for in-game tutorial
- Implemented audio into Unity via FMOD

The Hour Between – Birdcapital and Tom Benter (Album)

Producer, Writer, Mixer

A collaborative album made between Ngunnawal-based artist Birdcapital and Naarm-based artist Tom Benter. Released in July 2025

- Entirely self-produced, written, mixed and released
- Mastered by Brian Lucey

The Hour Between – Birdcapital and Tom Benter (Listening Events)

Facilitated and organised listening events at Smith's Alternative, Canberra and High Note, Melbourne

- Both events sold out, with all funds donated to mutual aid causes.
- Solo improvised piano performance at Smith's Alternative listening event

White Flag (live) – Sadie Mustoe (Song)

Recording and Mix Engineer

- Recorded and Mixed Sadie Mustoe and her band at my Melbourne recording studio

- 2024 **The Parvus Test – Plucky Wombat (Video Game)**
Composer and Sound Designer
 A virtual reality escape room game released in 2024
- Created original sound track and sound effects designed for VR
 - Handled full Wwise-Unity implementation
- 2023 **Gateworlds - Hydrarch (Video Game)**
Lead Composer, Sound Designer, 2D Spine Animator and Rigger
 A fantasy management and colony-sim game set to be released in 2026
- Created original music and sound effects
 - Handled all Wwise-Unity implementation
 - Rigged and animated all characters and creatures in Spine 2D
- Amarantus – ub4q (Video Game)**
Lead Sound Designer
A visual novel adventure game released in 2023
- 2023 AGDA award winner for excellence in Narrative
 - Created original sound effects
 - Worked closely with composers to create cohesive audio experience
- 2022 **Not for Sale (Sound Art work)**
 A sound art work exploring the nature of copyright laws in sample-based music
- Multi-speaker, ambisonics setup
 - Sample-based composition focused on the practice of “plunderphonics”.
- Hen (short film)**
Sound Designer, Foley Artist and audio post production
- Outpost – Anecdote (Video Game)**
Composer and Sound Designer
 A narrative horror game where you must escape an Antarctic research station
- Created original music and sound effects
- South Boulevard – Remix (Song)**
Producer, Mixer
 Featured track on the official Jacob Aedam remix album featuring Yung Shogun. Released via The Operatives label
- Flower Girl – NFSA (Short Film)**
Music Score for the National Film and Sound Archive
- 2020 **Tape Loop 01 (Installation work)**
 An installation work taking place across 24 hours at the Australian National University School of Music
- Magnets used to slowly destroy tape loop over 24 hours

Education

2018 - 2022

Bachelor of Music – Major in Music Technology
 Australian National University

Awards

2021: Recipient of the Harold Allen Memorial Prize