

SOUND DESIGNER (CONTRACT POSITION)

We're looking for a talented and diverse individual who considers great audio to be one of the most important elements in a successful video game. You must be able to effectively communicate with non-audio oriented people about what they are hearing and would like to hear, as well as have the ability to conceptualize and design features that employ sound as a major function of game play.

Essential Functions

- A basic understanding of how the code pushes and manipulates audio content is mandatory.
- The ability to work in conjunction with our audio programmers to implement audio into our games is a must.
- Working with both our internal development team and our external development partners.
- Driving areas of the creative audio vision, both the technical and aesthetic design and hands-on production, as well as prototyping, planning, and creation of final assets for the game.
- Creation of original sound effects and editing of large volumes of sound files.

Desired Qualifications

- Experience creating sound for games and multimedia.
- Excellent understanding of game audio aesthetics and implementation methods, and be versed in console and PC audio technologies; specific knowledge of Xbox audio architecture is a huge plus.
- Proficiency with modern computer-based audio production tools such as Pro Tools, Logic, Peak, and Sound Forge as well as a thorough understanding of traditional studio engineering, audio post production, and location recording techniques is also required.
- Excellent communication and organizational skills are a must as well as the ability to both take direction well and make strong, self-directed decisions.

Estimated contract duration: 9 months