



## **Lead Audio Designer**

### **Job Purpose**

Lead, manage and foster a team that can deliver world class audio experiences. Represent the audio team within a collaborative multidiscipline environment. Define and track the schedule for the team, manage and mentor team members and be a key voice for the sound design of the project.

### **Leadership Responsibilities**

- Build an effective team to ensure it is fully resourced, a manageable size and a good mix of levels and foster the team culture.
- Plan, prioritise and set inspiring objectives for your team members all year long.
- Empower your team members with clear expectations and hold them accountable for their key results.
- Provide your team members with ongoing and meaningful feedback on performance and development -- ensuring positive acknowledgement of all achievements, both big and small.
- Enable your team members to reflect and prepare their future in their role and at Ubisoft.
- Engage and positively influence team members and stakeholders around a vision.
- Navigate through ambiguity and embrace change with a positive mindset.
- Create the environment for initiatives and ideas to emerge and grow.
- Care about people and be exemplary and supportive.
- Assess team morale, determining the root causes of issues and implementing relevant solutions.
- Communicate with impact and promote an open dialogue within your team, your project, the studio and Ubisoft as a group.

### **Job Responsibilities**

- Be a champion for the audio in project wide meetings and translate the work being undertaken by other teams into opportunities for the audio experience, ensuring that audio is part of the game feature development process.
- Support the Audio Director in assessing the high-level project needs, quality and priorities.
- Plan, distribute and supervise project audio work.

- Coordinate and communicate with all project teams to ensure audio is represented. Identify the needs and dependencies of audio and ensuring the risks are mitigated.
- Collaborate with team members to ensure that all technical decisions are sound and based on facts.
- Establish and document the audio pipeline based on the creative direction and define technical audio needs (tools, process, etc.) to ensure proper integration, in collaboration with the project team.
- Support collaboration and knowledge sharing within a variety of teams, setting the standard for audio within the studio.
- Supporting the line manager in any other ad-hoc tasks and duties.

## **Skills and Knowledge**

- Interpersonal and communication skills.
- Good understanding of DAW's and audio processing tools.
- Excellent working knowledge of Wwise.
- Excellent knowledge of source control software.

## **Relevant Experience**

- Bachelor's degree in audio production or audio engineering or other equivalent experience.
- Experience managing a team of people in a professional environment.