Graduate Audio Designer

Job Purpose

Assist in the creation and implementation of Audio while working within a collaborative multidiscipline environment. Learning new workflows, processes and gaining hands on experience with your own areas of responsibility on projects.

Reports To

Lead Audio Designer/ Audio Director as appropriate.

Responsibilities

- Work with the Audio Director and Audio Lead to deliver the audio vision for each project.
- Take ownership of one or more audio features, and push these as far as possible, both creatively and technically.
- Assist in the creation, integration and iteration of audio assets to the highest quality levels.
- Playtest and evaluate in game work to ensure quality.
- Build key relationships with other disciplines to deliver strong data/gameplay driven audio elements.
- Assist the Lead Audio Designer or Audio Director with any other ad hoc responsibilities.

Skills and Knowledge

- Good sound design knowledge and skills.
- Understanding of any DAW (Pro-tools and Reaper are the primary ones we use).
- Use of sound design tools (plug-ins, synthesis techniques etc.).
- Understanding of gameplay and ways that audio can help enforce it.
- Up to date on current trends in audio design for games.
- Experience using one game engine for audio design (such as Unreal, Unity).

- An understanding of one middleware engine (such as Wwise, FMOD, XACT etc.).

- Hands on studio or field recording experience

- Strong communication skills.

- Passionate about the craft and a willingness to learn new things.

Relevant Experience

- Bachelor's degree in audio production or audio engineering or other relevant training is nice to have but not essential.