

Applicants will need to demonstrate a strong artistic ability, bringing with them a strong understanding of form, function, detail, the skill to interpret concept art, plus have the technical skills to bring their work to life in Unreal Engine 4. Artists are required to be versatile and build ideally both organic and hard surface assets. Push your artistic talent to the limit on a team of world-class environment, character and concept artists who strive to innovate and inspire.

## **KEY RESPONSIBILITIES**

- Creation and implementation of in-game sound effects – from raw wave asset creation through to tuning in-game behavior and mixing, using a combination of commercial and in-house tools.
- Working closely with audio programmers to design and then refine interactive audio systems.
- Working with mission designers to understand, create, and implement audio.
- Scheduling and tracking of their own work, and co-ordinating their work with other members of the audio team.
- Mentoring and development of junior audio designers.
- Assisting with preparation, execution, and editing of recording sessions e.g. vehicle engines, foley, ambience.

## **QUALIFICATIONS**

### **Required**

- 2+ years experience in game audio design (AAA experience preferred).
- Excellent creative audio design skills.
- Excellent critical listening skills.
- Ability to create and tune extremely high-quality audio assets from scratch, to a creative brief, sourcing assets from libraries or from custom recordings.
- Commercial experience using audio middleware such as Wwise, Unreal Engine 5 Audio or similar for implementing interactive game audio.
- Expert knowledge of popular DAW packages such as Pro Tools or REAPER.