

As an Audio Producer, you will be part of our Audio team supporting sound designers, audio directors, and music composers. You'll be responsible for tracking, planning & coordinating deliveries within the Audio Team and you'll report to the Head of Audio for assessment and resource planning, forecasting, and outsourcing coordination. You will also communicate with internal stakeholders such as Game Producers, Art Producers, and QA in our various Paradox Development Studios, as well as handle Marketing Creative requests, such as for the internal production of trailers.

KEY RESPONSIBILITIES

- Interface for both internal and external teams, ensuring & improving communication between Audio and Game/Marketing projects.
- Create forecasts and predictions on resources required with the input of the Audio Directors.
- Constantly and proactively seek to improve the production processes, tools, and pipelines for audio disciplines.

QUALIFICATIONS

Required

- Experience working in a production-based role in the games industry
- Experience with outsourcing management, contracts, and setting up agreements
- Knowledgeable with SCRUM, Gaant Charts, and Agile methodologies
- Proficiency in Jira/Asana/Spreadsheets