

The audio technician has to juggle several moving parts in the overall production of a game's soundtrack. For clarification, when we say soundtrack, we mean the entire sound mix, which includes sound effects, ambiences, voice, and music. In other words, the sound engineer creates the sound effects to support the game's actions, provides any necessary ambient audio, and processes the character's voices. Of course, they need to mix all these elements along with the music tracks in a way that matches the producers vision for the overall aesthetic of the world being created.

KEY RESPONSIBILITIES

- The audio engineer must frequently communicate with the game designers to assess the game and the type of audio it will require, such as music, sound effects, and foley.
- In creating sounds, the engineer typically sifts through SFX libraries for source material, which will then be layered and processed to attain the perfect sound.
- Of course, many sound effects have to be created by the engineer themselves. While it can be a fun process, that's not to say it isn't painstaking, as the effects have to be perfect.
- Needless to say, game audio engineers require an extensive knowledge of both audio equipment and the software needed to process effects, create sounds, and mix the entire soundtrack.
- To accomplish seamless audio that immerses the player and moves the storyline of the game along, engineers require a great sense of timing. This may be when music starts, or matching a sound with a character's footstep within the game.
- Furthermore, all the above work must be completed within a specific timeline, determined by the game's development company. Within this, audio engineers must possess the ability to communicate with others, manage a schedule, coordinate recording sessions, and more.

QUALIFICATIONS

Required

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