

The audio programmer primarily works with the Sound, Dialogue, and Music teams to develop technologies, tools, and pipelines; they also collaborate with artists and engineers in other departments. The goal is to create first-rate game audio experiences that elevate storytelling in games to new levels. The ideal candidate is an excellent general programmer with strong 3D math skills who is passionately dedicated to the world of audio.

KEY RESPONSIBILITIES

- Work closely with the Audio Director, Leads and sound designers to design, prototype, and implement new audio features
- Work closely with the other audio programmers to implement runtime audio systems and features as well as related workflows
- Partner with design, engineering, and audio team members to implement and improve audio tools that meet the project's needs
- Actively contribute to cross-team audio tools and runtime development to help push the limits of what is possible in game audio
- Author documentation and communicate best practices and technical constraints of the audio systems and tools to engineering and content creation team members
- Adhere to team coding standards and best practices
- Tackle additional general programming tasks as needed

QUALIFICATIONS

Required

- Bachelor's Degree in Computer Science or equivalent work experience
- Minimum 5+ years professional programming experience
- Strong math skills with a demonstrable emphasis on 3D math
- Strong C / C++ design and coding experience in a multithreaded codebase
- Commitment to code quality, documentation, and testing procedures
- Highly attentive to detail
- Strong debugging skills
- Knowledge of audio-specific terminology and technology
- Passion for game audio and tools development with a client-centric attitude
- Knowledge of audio signal processing - mixing, sample rates, data compression, filters, reverbs, 3D positional audio, etc.
- Strong communication skills, both spoken and written
- Able and motivated to work with other team members
- Enthusiasm and initiative