Our company is growing rapidly and is hiring for a composer. We appreciate you taking the time to review the list of qualifications and to apply for the position. If you don't fill all of the qualifications, you may still be considered depending on your level of experience.

Responsibilities for composer

- Interpret client scripts and briefs to create bespoke and original score
- Develop tone appropriate palette of cues for shows and series including building out from reference tracks to create original cues
- Receiving feedback and completing composition revisions
- Ability to take music from concept to implementation while maintaining consistent aesthetic(s) across all of the music in our games
- Collaborate with the Music Director, Composers and Assistants, and other creative partners to realize musical content for Blizzard games
- Work closely with the Audio Director and senior sound designers / composers creative stakeholders to help deliver outstanding audio from a creative and technical stand point
- Help create outstanding music compositions and sound design work
- Implement dialogue, music and sound design using our in- house engine or industry standard audio middleware such as Wwise and game engines such as Unity
- Own, and deliver to quality, interlinking areas of the project's audio experience
- Collaborate with other game departments and the audio team

Qualifications for composer

- Proven Experience in Node/Angular JS, JSON

- Expert knowledge of C with over 5 years of experience developing in this language
- Your experience includes developing software that works in conjunction with hardware
- Have experience working with MATLAB and Simulink
- Have expertise and knowledge in a domain such as Digital Signal Processing, Wired or Wireless communication, Machine learning, or Video processing