



Example of Composer Job Description

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Our company is looking to fill the role of composer. To join our growing team, please review the list of responsibilities and qualifications.

Responsibilities for composer

- Providing guidance through service selection on AWS and other cloud providers
- Being a decision maker around software architecture best practices, including scalability, performance, availability, maintainability, extensibility and security
- Cultivating a culture of API and cloud services across the organization
- Delivering new features at a rapid pace and pushing code into the cloud on a weekly basis
- Helping refine our strategy on how we should welcome this new type of users into our community
- Defining/adjusting and implementing programs to educate, nurture and engage business users
- Discovering "champions" who are using MuleSoft Composer within key accounts, and amplifying their voice in the community
- Increase overall awareness about the MuleSoft Composer community, by promoting it to all targeted audiences and across multiple channels, internally and externally
- Expand our Composer community's online presence, by providing a space for users to help each other
- Build and enhance the lending platform in collaboration with multiple other teams across the organization

Qualifications for composer

- Video, Graphics and image processing expertise

- A minimum of 7 years of experience in music composition for games, film or television
- Superior ear for music and all its related details, and the ability to use them in creating beautiful music that support gameplay
- Experience with creating consistently awesome, memorable, emotional, but most importantly appropriate, music in support of our in-game entertainment and linear media
- Experience in the wide range of digital content creation tools multiple DAW's, plug-in and ancillary programs