



Example of Sound Designer Job Description

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

Responsibilities for sound designer

- Have the technical and artistic knowledge to manage recording sessions for sound effects, ambiences, dialog, foley
- Resourcefulness and experience to act independently working under limited supervision
- Design and implement in-game audio systems covering music, sound effects and dialogue implementation
- Work independently and in teams to create, maintain, debug and optimise systems
- Assist with final mixes and settings to establish an overall powerful and polished audio experience throughout the game
- Troubleshooting and debugging of game audio systems
- Report to the project Audio Director
- Conducts dialog editing, music editing, sfx creation/placement and audio mixing to create original content to enhance the viewer's experience for multi-platform, projects
- Uses innovation, imagination and creativity as a key contributor to network partner's needs
- Ability to work supervised or unsupervised while maintaining creative productivity

Qualifications for sound designer

- Nuendo (Preferred)
- Wwise (Preferred)

- Game scripting (Preferred)
- 2 shipped titles