



Example of Sound Designer Job Description

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Our company is growing rapidly and is hiring for a sound designer. Please review the list of responsibilities and qualifications. While this is our ideal list, we will consider candidates that do not necessarily have all of the qualifications, but have sufficient experience and talent.

Responsibilities for sound designer

- Testing all aspects of your game audio in our in-house engine to ensure in-game playback is as intended and fit for commercial release
- Create and mix audio content for trailers, demos and conferences to commercial standards when required
- Communicate regularly with the audio and game design teams to ensure their intent for audio is realized and that the overall creative vision for the project is maintained
- Collaborate with the engineering team to ensure that audio processes and tools are efficient and optimized
- Evangelize high standards for game audio and educate the rest of the development team when necessary
- Test all aspects of your game audio in our in-house engine to ensure in-game playback is as intended and fit for commercial release
- Sound design, implement, and mix assigned game sequences from concept to submission
- Explore innovative best practices that achieve desired goals and milestones
- Provide mentorship for junior members of the audio team
- Administrative duties as required by department head (sending out scripts for auditions, talent contracts, Non-disclosure agreements, etc...)

Qualifications for sound designer

- Working knowledge of plug-ins, routing and 5.1 techniques
- Working knowledge of file types, transfer processes, surround methods & delivery
- Candidates must have demo reel, website or other proof of work in this creative field
- Required to work on shifts
- Shipped 2+ games as an audio lead or Sr