

Audio Designer

Description

People need places. Somewhere we don't have to be but want to be. Where all are welcome. Our innovative game studio is united by our passion for creating places. We achieve our purpose through developing games because they are the richest, most dynamic medium where we can achieve this. Even the placemakers need somewhere to be. We strive to build a world-class studio where we embrace and celebrate our differences. We bring passion, excellence, and energy to our work, knowing we achieve far more together than we can alone. Our Project Our first title, Nightingale, is an open-world survival crafting game, now available in PC Early Access on Steam and the Epic Games Store! Visit: www.playnightingale.com

Location of Role Inflexion Games studio is based in Edmonton Alberta, with fully remote distributed team members located across Canada and the UK. For this position, we are looking for candidates based in the United Kingdom. UK-based team members are provided with a flexible fully remote work environment.

#LI-Remote Could this be the place for you? Inflexion Games is searching for an Audio Designer to join the Audio Department. The Audio department is responsible for every aspect of the sonic experience and the Audio team contributes to the overall vision by creating an immersive world that supports the gameplay and rich Art style, putting the player experience first.

What you'll do Working with a variety of other disciplines on a daily basis, helping to shape and hone the player experience by solving cutting-edge audio challenges that relate to a high-fidelity shared open-world survival-crafting game.

Design and implement high-quality audio assets within Audiokinetic's Wwise and UE5 Manage Wwise project organization, structures, gameplay parameter setups and performance/memory optimizations

Scope and manage the delivery of owned content areas alongside the audio director

Work alongside audio programmers and sound designers to develop the framework of audio playback systems based on creative vision and gameplay needs

Collaborate with various disciplines (art, design, and engineering) to ensure audio systems are incorporated into all relevant aspects of gameplay

Troubleshoot and debug audio tools, systems, and functionality

Take part in playtests, giving and receiving feedback both within the Audio team and the wider development team

What we're looking for Experience working in audio production and sound design within the games industry and experience shipping a minimum of 2+ titles and/or a minimum of 1 title using Unreal Engine and Audiokinetic's Wwise. Knowledge of UE5 tools and workflow (Familiarity with C++ is a bonus)

Experienced in audio recording, processing, and mixing techniques

Proficient with audio software tools and plugins (e.g. Reaper, Pro Tools, Nuendo, iZotope RX etc)

Please include a portfolio with your application that showcases in-game examples of your sound design and implementation.

We'd be excited to see We're always excited to work alongside people who are as passionate about Game Audio as we are and that have a broad interest in Audio in general.

A passion for the Survival Crafting genre and Open World games is a plus

£38,000 – £65,000 a year

We are seeking an Intermediate (L2) skill set for this role. During the interview process, the team evaluates your skill set and experience, making sure offers are equitable within the team you are joining.

If you feel that you are outside of the level or salary range that we are looking for, but can demonstrate the skill set and experience described in the posting, we still encourage you to apply. If you are not applying for this role, we welcome game industry professionals to indicate their interest in joining Inflexion Games by applying to our ongoing general opportunities posting.

What we offer

- Generous Vacation
- Health, Dental & Vision Benefits with Health Spending Account
- Employee Assistance Program
- Pension Matching Program
- ¼ Maternity + Paternity Leave
- Coaching

We Are Inflexion Inflexion Games is determined to

Hiring organization

Inflexion Games

Job Location

United Kingdom

Base Salary

\$ 95000 - \$ 125000

Date posted

May 21, 2024

Apply Now

foster an environment where people can do their best work and feel they belong. We believe a healthy culture, strong values and contribution from a diverse range of individuals will help us to achieve success. We do not discriminate based on race, ethnicity, gender, ancestry, national origin, religion, sex, sexual orientation, gender identity, age, disability, veteran status, genetic information, marital status or any other legally protected status. Not sure if you meet every requirement? We encourage you to apply anyway, Inflexion Games acknowledges that marginalized groups often avoid submitting an application unless they meet 100% of the requirements listed. We believe that creativity and innovation are born and thrive in a dynamic environment, and we are committed to continually developing our team on this principle through inclusive practices. Our general opportunities posting offers an additional avenue for candidates to introduce themselves to the business for consideration on different opportunities if you feel your skills do not match the above description. Please mention the word ****BENEFACTOR**** and tag `RMzUuMjQ1LjExOS4yNDA=` when applying to show you read the job post completely (`#RMzUuMjQ1LjExOS4yNDA=`). This is a beta feature to avoid spam applicants. Companies can search these words to find applicants that read this and see they're human.

Contacts

Job listing via RemoteOK.com