



Audio Designer

We are Velan Studios, an independent game developer with a passion for the unconventional. We make games in a variety of genres with accessibility and depth to delight our audiences, no matter who they are. At Velan, we believe in maintaining a collaborative, diverse, and creative team environment and we're looking for capable and dynamic new members to join our team of experienced AAA console developers. We are seeking an experienced Audio Design generalist who is comfortable working in multiple contexts on whatever task needs immediate attention.

Responsibilities:

- Work closely with the Game Director, Designers, Artists, and Programmers to create sound assets that match the aesthetic and technical specifications for Original and Existing IP game projects.
- Establish audio design rules/guidelines based on the aesthetic goals and intended gameplay design.
- Create and maintain audio technology documentation.
- Integrate feedback from leads, user tests, and QA reviews into your work.
- Interactive and linear sound effects design, music editing, dialogue editing, processing and mixing.
- Troubleshoot audio issues and work within established memory budgets and performance requirements across multiple platforms.
- Collaborate with programmers to improve existing technology and develop new features.

Requirements:

- 2+ years as an Audio/Sound Designer, or relevant experience.
- Audio editing, synthesis, processing, and mixing skills – particularly with sound effects and dialog.
- Have shipped at least one console, mobile, or PC game title.
- Technical understanding of sound design pipelines and scripting.
- Experience with at least one industry standard pro-audio tool; Pro Tools, Sound Forge, etc.
- A portfolio demonstrating user-centric design, interactive design standards and methodology.

Big Pluses:

- Experience with scripting or programming languages.
- Expertise with 3D Level Editing tools.
- Music composition expertise.
- An interest in design and technology trends, especially Interactive or Mixed Reality applications.

What We Would Like to See in Your Portfolio Reel:

- 3-5 minute video file with footage from games/products on which you've worked.
- A cue sheet or superimposed text explaining your contributions to the footage.
- A diverse selection of footage including various types of work.

To apply for this position, send your resume and an audio sample reel/link to jobs@velanstudios.com. Be sure to reference the position you're applying for in the subject line.