



# Expert Audio Designer (f/m/d)

**Düsseldorf - Full-time - 743999955092308**

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Audio Designer will oversee creation and implementation of all audio content of one or more games following the concept of the Audio Director on the project.

## What you will do:

- Create and enhance game features and gameplay mechanics with their audio designs by working closely with other departments
- Analyse a game's high-level game mechanics and determines how its audio treatment affects them
- Actively participate in playing the build and debug implementations to ensure the quality of the final product
- Document technical and artistic section of the audio design document to determine the style of the soundscape
- Respect budget and performance constraints when carrying out assignments
- Collaborate with Audio Programmers and Programmers to establish systemic and specific features for the audio engine and/or game engine
- Collaborate with Audio Programmers and Programmers to develop audio tools
- Define and estimate features and tasks for projects
- Digital audio processing and studio maintenance
- Participating in recording sessions, giving input and comments
- Respect audio standard protocols
- Follow internal and international Mixing standards

## What you bring:

- College diploma in Audio, Sound Design, Music or other relevant training
- Excellent skills in Audio Middleware (Wwise)
- Profound skills in at least one professional DAW (Reaper, Nuendo) and Audio Editing Tools (Wavelab, Soundforge, etc.)
- Good skills in Game Engine Editors (Unity, Unreal, etc.)
- Basic knowledge with visual scripting Tools (e.g. Max MSP, Pure Data)
- Experience in Performance
- Experience in scripting/coding (C++, C#, Python, etc.) is a plus
- Experience in 3D Software (Maya, 3DS Max) is a plus

- Being able to closely adapt the audio vision
- Being used to work on tasks autonomously and to deliver results in time
- Very good communication and team work skills
- Fluent in English, both verbally and written

### Your benefits:

- Relocation Support: We offer financial support in form of a cash allowance and assistance with accommodation search and settle-in support via our relocation partner, for international candidates we offer visa assistance
- Ubisoft Blue Byte Academy: We offer multiple opportunities for you to discover your full potential and develop yourself in various areas. Guest speakers from the industry, workshops and access to our training and development platform
- Discounted Games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- Monthly Mobility Budget: 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket
- Up To 350€ Childcare Support Per Child Per Month: In addition, we also offer 5 'care for ill children days' per child per year
- Self-study And Training Hours: You have access to our in-house library
- Company Pension Scheme
- Gym Subsidy: We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice
- Hybrid Work Model: Provides the flexibility to combine working from the studio and your home within Germany
- 26 Days Paid Vacation Per Year: Additionally, you will get half a day off on Christmas Eve and New Year's Eve and approximately 11 bank holidays
- Corporate Benefits Web Portal: With employee discount programs for affiliated retailers, shops and service providers

We offer a highly motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about video games and would like to join an industry leader - please apply via our career portal.

For further information, please check <https://duesseldorf.ubisoft.com/en/>