



# Senior Audio Tester (f/m/d)

**Düsseldorf - Full-time - 743999698369276**

Apply Now:

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We are currently seeking a motivated and skilled Audio Tester to join the Audio Department at Ubisoft Düsseldorf. If you have a passion for audio, love video games and want to work in a friendly and international environment, come join our team!

The employee will support the development of multiple titles by identifying sound anomalies before and after their integration into the game while making sure that complex audio mechanics are working correctly and sound great at all points in the game.

- Debugging various game audio elements (SFX, music, foley, voices & ambiences)
  - Create and run audio test suites
  - Create and maintain testing pipelines and workflows for the Audio Department
  - Ensure the audio is of a consistently high quality
  - Perform daily tests to ensure the quality and functionality of new and old content and features is upheld
  - Ensure the audio of all titles conforms to internal and platform holder guidelines
  - Report and monitor issues (bugs) in bug databases
  - Verify fixes made by developers (Bug Regression)
  - Collaborate closely with Audio Designers and Programmers to understand and test features
  - Maintain Audio Studio setup and equipment for play tests and reviews within the department
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- Audio related background and passion for video games (knowledge of different game genres, consoles and platforms)
  - Proficient in using issue tracking tool JIRA
  - Proficient in using TestRail
  - Good Knowledge of at least one Game Engine (like Unreal or Unity)
  - Basic Knowledge of Game audio Middleware (Wwise, Fmod)
  - A keen eye for detail and patience to perform accurate testing at all times.
  - Good interpersonal and communication skills
  - Excellent English language skills, both written and verbal
  - Reliable organizational and time management skills

- Analytical and critical approach
- Creative thinker
- Solution and result oriented
- Must be a team player
- Willing to learn about our proprietary tools

#### Bonus:

- Previous Sound Design or Music Composition Experience
- Experience with a DAW

#### Your benefits

- Flexible work hours
- External trainings, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruits, special conditions for gym membership, support for child care
- Subsidized lunch meals, possibility to rent bikes for free or lease your own bike!
- Working in an innovative and international company

We offer a highly interesting challenge for a team player including the possibility to show personal initiative.

If you are passionate about games and would like to work in the games industry, please apply via our career portal.

Applications should include the earliest starting date and your salary expectation.

For further information please check [www.bluebyte.de](http://www.bluebyte.de) and [www.ubisoft.com](http://www.ubisoft.com).