



Audio Designer

Berlin - Full-time - 743999793750861

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999793750861-audio-designer?oga=true>

You will oversee all the artistic and technical audio content of one or more given games. You will be implementing audio content (music, sound design, voiceover) into the game by using audio engines, game engines and tools. Also, work with the creation of sound design with all available processes and tools.

Your Impact

- Creation and enhancement of game features and gameplay mechanics with audio designs.
 - Sound design including field recording, Foley, synthesis, library-work, etc
 - Working closely with game and level designers to ensure that the audio design supports the game design.
 - Working with various audio engine features, commercial wave editors and taking an active role in improvement and bug-fixing.
 - Working with audio software developers to bring needed functionality into the studio.
 - Works closely with programmers to solve technical issues and to ensure a high-quality soundscape.
 - Defining features and tasks for projects.
 - Ensures proper documentation using Word, Excel, PowerPoint and Confluence/Wiki. .
 - Research within audio databases for the whole production process.
 - Mixing and mastering of linear media.
 - Participate in the creation of the game at the creative level (with the lead designer, creative director, artistic director, etc.) to enhance the player's immersion and experience.
 - Take part in the assessment of the sound content that is not included in the game (e.g. trailer, teaser, marketing...) or develop this content in-house.
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- Excellent skills in Audio Engine Editors (Wwise (is preferred), FMOD etc.)
 - Profound skills in various DAWs (Nuendo (is preferred), Cubase, Pro Tools, Logic etc.) and Audio Editing Tools (Wavelab, Soundforge etc.)
 - Good skills in Game Engine Editors (Unity, Unreal etc.)
 - Being able to closely adapt the audio vision
 - Being used to work on tasks autonomously
 - Very good communication and team skills
 - Fluent in English, both verbally and written

What We Bring

We want to build a studio in which everyone feels at home. We believe people do their best work when you give them ownership and trust. In return, we expect our teams to practice self-responsibility – continuing to develop their skills and with a growth mindset.

We know how critical it is for our teams to feel comfortable and with that in mind, we provide a variety of benefits that we hope help you settle into your life in Berlin

- 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.
- 26 days paid vacation per year. Additionally, you will get approximately 10 bank holidays in the Berlin region.
- Flexible Working Hours
- Opportunities for growth on your desired career path: workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, experts and in-house library.
- Up to 350€ childcare support per child per month. In addition, we also offer 5 ‘care for ill children days’ per child per year.
- Discounted Games. We regularly order Ubisoft Games for super cheap prices for our employees.
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation tickets.
- English and German classes for free. The main language in the studio is English.
- All Legal residents of Germany are entitled to free public healthcare

For further information please check berlin.ubisoft.com

Side Note: We are on holiday and expect to be able to respond to your application in the start of January.