



## SOUND DESIGNER

### DESCRIPTION:

They say 50% of your experience is sound... that's why we need you! As a sound designer, you are responsible for creating the sound palette that will drive the dramatic cut scenes in our latest interactive video game.

The ideal candidate will have working knowledge of sound recording techniques and audio production tools with a passion for using sound to tell stories.

### RESPONSIBILITIES:

- Work with directors and leads to completely understand the audio needs of each scene in the game.
- Find, gather, record, sweeten, and organize a large library of unique and reusable audio assets.
- Work with the cinematics team to deliver scenes with compelling and motivated audio.
- Record Foley and VO.
- Work with programmers to refine and enhance toolset.
- Ability to take direction and implement feedback.
- Balance quality and efficiency while working under tight deadlines.

### QUALIFICATIONS:

- Demonstrable work in TV, feature film or narrative games.
- Experience recording, sweetening, and mixing beautiful sound.
- Experience finding and collecting sounds from libraries.
- Demonstrable use of sound to tell a story.
- Attention to artistic, creative, and technical details.
- Game experience and/or Unity knowledge a plus.
- Must have a passion for telling stories and crafting games.
- This is a full-time position in our Westminster, CO studio.

### HOW TO APPLY:

- Email resume and portfolio/reel to [job@idolminds.com](mailto:job@idolminds.com)
- Final candidates will be required to take a cinematic test.