

Joboffer dated from 10/21/2019

Sound Designer (m/f/d)

Field:	Audio / Music / Sound
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	22453 Hamburg
Country:	Germany

Company data



Company:	Daedalic Entertainment GmbH
Street adress:	Papenreye 51
Zip Code / Place:	22453 Hamburg

Contact Person

Name:	Martin Ditter
Position:	Head of Finance and HR
Street adress:	Papenreye 51
Zip Code / Place:	22453 Hamburg
E-mail:	jobs@daedalic.de

Job description

About Daedalic Entertainment:

Daedalic Entertainment publishes and develops high-quality games for all platforms. The company has a diverse line-up of high-quality titles, including classic adventures, RPGs, and strategy and multiplayer games. With more than 80 employees, Daedalic is currently developing a new line-up of innovative games across consoles, PC and mobile platforms. Among the AAA titles in production at the studio are the team-RTS *A Year of Rain*, as well as *The Lord of the Rings – Gollum* (multiplatform). *A Year of Rain* combines classical elements like base-building and a comprehensive story campaign with hero-focused and team-oriented gameplay. *The Lord of the Rings – Gollum* is an action-adventure that tells the story of Gollum from a perspective never witnessed before in any storytelling media, all the while staying faithful to the legendary books of J.R.R. Tolkien.

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Based in Hamburg, Germany, Daedalic is one of Europe's most acclaimed publishers and developers. With a total of 32 awards in the German Developers Award (including multiple accolades for "Studio of the Year") and twelve German Computer Game Awards for genre-defining games such as Deponia, Edna & Harvey, Silence, Shadow Tactics: Blades of the Shogun, Ken Follett's The Pillars of the Earth, The Long Journey Home, and State of Mind, Daedalic is a record holder for the two most prestigious games awards in Germany.

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Your Profile:

- Experience of sound design for 3D action games
- Strong portfolio with both environmental/ambient sounds and action/event driven sounds examples
- Experience with in-Engine spatialization, reverberation and audio occlusion
- Great communication and documentation skills
- Familiar with Unreal Engine 4 sound implementation techniques
- Basics scripting skills
- Basic knowledge in fmod and/or wwise frameworks

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We offer:☐

- Very sophisticated and diversified tasks in an international-oriented company
- Exciting and responsible work with a wide scope for creativity within a friendly and open-minded team
- Extensive development opportunities
- You have the chance to actively co-design the everyday work and to advance the company's success
- Design and oversee creation of an epic sound environment for a 3D adventure games with stealth and parkour elements and a heavy focus on the very personal psychological story of our main character. Immerse players deep into the game world and the conflicting feelings of it's protagonist.

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Are you up to this challenge and would like to hone your skills and learn something new?☐

In that case, please send your application referenced "SD", including all relevant data (cover letter, CV, credentials, work sample, earliest availability, salary expectation) in one PDF-file (max. 5MB) to jobs@daedalic.com. Contact: Iris Wolfer

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