

Audio Director

Who Are We

OtherSide Entertainment is an independent video game development studio founded by Paul Neurath and Warren Spector, visionary game designers behind seminal titles like *System Shock*, *Thief*, and *Deus Ex*. The OtherSide team has collectively developed games that have won over 200 industry awards and earned over \$5B in revenue. They are working on as yet unannounced titles under both established and new IPs. Based in Concord, MA, and Austin, Texas, with employees located throughout the United States, OtherSide specializes in creating player-powered experiences with innovative gameplay, immersive worlds, and engaging narratives.

Opportunity

We are looking for an Audio Director to oversee music and sound effects in the innovative and immersive games we are developing. This is a chance to lead the audio effort across several projects, working with industry luminaries, a top-tier bench of contract audio talent, and an experienced team of developers. We offer the resources needed to do great work, a supportive team, and collaborative culture that will help you achieve your career objectives and celebrate your success.

Job Responsibilities

- Work closely with team leads and Creative Directors to define and maintain the audio style of our games.
- Help create, guide, and design sound and music that match our games' emotion and artistic styles.
- Manage outsourced audio services for sound, Foley, music, VO, and Cinematics.
- Oversee implementation of audio assets.
- Develop and maintain our audio schedule and pipeline.
- Consider and respond to feedback quickly and effectively.

Criteria for Role

- Minimum of 6+ years working on audio for multiple shipped titles
- 3+ years working as the most senior audio person on a shipped game
- 2+ years experience working with audio outsourcing firms.

- Expertise and understanding of the entire audio process, including sound effects, voice-over, music, and audio system technology
- Expertise in the game audio process (i.e., Sound Design, Voice Over, Music Implementation, Technology, Player Experience)
- Knowledge of sound design creation tools (i.e., ProTools, Nuendo, Reaper, Izotope, Waves, Native Instruments) and sound design, voice-over, and music implementation methods
- Knowledge of audio middleware (Wwise), game engine technology (Unreal), and versioning software (Perforce)
- Experience with scripting languages such as Blueprints.
- Passionate about video games, with an overwhelming drive to create a world-class audio experience.
- Skilled in effective communication across all disciplines and departments
- Passion for and deep understanding of audio's impact and role in the overall player experience.
- BFA in music or audio production or related field.

Additional

This is a full-time in-house role, with competitive compensation and a full suite of benefits. The team is distributed/remote, and we can support people anywhere in the US.

We are committed to having a diverse workforce. We strive for a fair and collaborative culture where we treat everyone equally, with respect and dignity without exception. *No applicant will be turned away due to differences of race, ethnicity, sexuality, gender, disability status, size or appearance.*

Please submit your resume to: jobs@otherside-e.com