

GAME AUDIO PROGRAMMER



Please send your resume to jobs@tsugi-studio.com

Full-time, junior to senior level, based in Niigata, Japan. No remote work. (Japanese language not required, work visa provided)

WHO YOU ARE

- Comprehensive knowledge of C++
- Experience implementing audio with middleware (e.g., Wwise, FMOD Studio...)
- Quick to grasp new APIs, SDKs, and code bases
- Keen eye for optimization of resources and CPU usage
- Knowledge of modern software architecture, multi-threading etc.
- Good written and verbal communication in English
- Great organizational skills and attention to detail

OTHER INTERESTING SKILLS (NOT REQUIRED)

- Experience with development in Unity or Unreal
- Knowledge of audio processing and spatial audio
- VST plug-in programming (native, with JUICE, etc.)
- C# .Net programming
- MacOS programming

YOUR MAIN TASKS

- Help the biggest Japanese studios to implement advanced audio in their game (recent clients: Bandai Namco, Square Enix, Game Freak, Capcom, etc.)
- Participate in Tsugi's own audio R&D projects (procedural audio engines, smart audio tools...)
- Write plug-ins and scripts to interface our tools with other products

BENEFITS

- Salary and title based on skills and experience
- Annual bonus based on employee and company performance (usually 1 to 2 months of extra salary)
- Commute paid by company
- Health insurance and retirement plan
- Flexible working hours
- 16 public holidays, summer & end of year company time off, 2 weeks+ paid time off
- If you are not in Japan: sponsoring of your work visa and help settling in

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