

Audio Evangelist

(send your resume to jobs@tsugi-studio.com)

This is a remote work position, which can be part-time or full-time, for a sound designer or technical sound designer with excellent communication skills.

Requirements:

- Strong English writing skills (please link to published articles, blogs etc.)
- Strong sound design skills, including in-game audio implementation (please link to online portfolio or game credits etc.)
- Comfortable doing public presentations
- Good organizational skills, resourceful and autonomous
- Interest in procedural audio

***Not* required, but would be a plus:**

- Knowledge of various sound synthesis techniques
- Experience with software such as GameSynth, Reaktor, MaxMSP, PureData...
- Living close to a game industry hub

Potential Tasks:

(Based on skills, location and number of working hours per week if part-time.)

- Creation of audio content for demos
- Presentations at conferences or in game studios
- Participation to local meetups or shows
- Creation of new written or filmed content (e.g. blogs, tutorials)
- Review and improvement of existing English content (documentations, web site etc.)
- Help with online presence (e.g. replying to questions about products on social media and relaying company news)
- Help with press relations



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