

SOUND DESIGNER



This is a very rare opportunity for a full-time sound designer position in Japan (Niigata).

You will help us build innovative tools for creators. You will also design audio assets for our clients (major game and animation studios).

Please send your resume and any relevant links (e.g., portfolio, blog, YouTube channel) to jobs@tsugi-studio.com

Make sure they highlight how you match the requirements listed below.

No remote work. Japanese language not required, work visa provided if needed.

WHO YOU ARE

REQUIRED:

- Interactive sound design experience (e.g., Wwise, FMOD, ADX2)
- Comprehensive knowledge of sound synthesis techniques
- Demonstrable experience with patching environments (e.g., GameSynth, Max, PureData)
- Linear sound design for videos or animations using a DAW (e.g., Reaper, Pro Tools)
- Excellent written and verbal communication in English OR Japanese
- Great organizational skills and attention to detail

USEFUL:

- Audio implementation experience in a game middleware (Unity, Unreal...)
- Field recording and Foley
- Composing skills
- Basic scripting skills (e.g., Python)

YOUR MAIN TASKS

- Participate in the design of new innovative audio tools
- Create presets for existing and future audio tools
- Create audio assets for our clients (game and animation studios)
- Help produce engaging marketing content (e.g., videos, blogs)

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, 2 weeks paid time off (increases with time in company)
- Extra company time off during winter/summer vacations
- If you are not in Japan: sponsoring of your work visa, and help to settle in



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