PikPok – Sound Designer

We're PikPok, New Zealand's longest standing game developer, and we make great game experiences. We want to create and entertain, while being successful and enjoying what we do.

Over the years, we've built lots of games for all sorts of platforms, including titles like *Into the Dead 2*, *Rival Stars: Horse Racing* and *Agent Intercept*. Our teams are small, and everyone involved can contribute to the decisions that shape the products.

We're always working to build and maintain an inclusive, safe and fun studio culture. We have an amazing group of designers, artists, programmers and support staff and we're looking to add to it.

Audio is a massive part of our games. Our award-winning soundtracks are varied and exciting, from the trance of *Shatter*, to the Celtic-punk of *Adventure Express*, to the lyrical comedy of *Dungeon Inc.*, we pride ourselves in producing sound that enhances every aspect of the player's experience.

We are looking for a talented, motivated and passionate individual to enhance our audio team enabling them to deliver amazing soundscapes for globally successful games on digital platforms like mobile, PC, social or web.

You love games and you love audio!!! You are a great communicator & team player. You have a fantastic ear for detail. You are self-motivated but can work well under pressure and strict guidelines. You are as happy editing and manipulating existing soundscapes as you are at creating and implementing new audio.

You will help deliver the audio vision for our games and be proactive in ensuring that our games meet industry best-practices in sound.

We welcome applications from diverse candidates and those with a range of backgrounds, skills, and experiences.

Responsibilities

- Work with the game development team and game design team to create world-class, highly entertaining audio for our game titles.
- Work directly with the rest of PikPok's audio team to deliver game audio as required.
- Undertake audio design tasks as directed including, but not limited to: sound creation, sound editing, voice editing, music mixing.
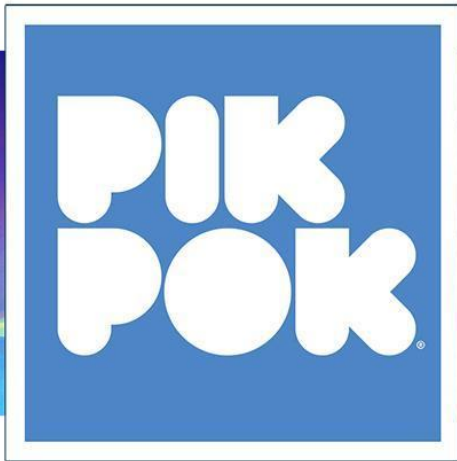
- Implement audio directly into games using industry tools, such as Unity and FMOD
- Arrange and document meetings as required.
- Meld to the needs of the team, filling other duties as needed

Desired Skills & Experience

- 3+ years audio editing and creation experience.
- Good knowledge of Digital Audio Workstations [e.g. Logic X or Pro-tools]
- Good self-management skills.
- Great ability to work with others in a collaborative environment.
- Skilled with Unity.
- Skilled with FMOD.
- Familiarity with games, particularly mobile titles.
- Understanding of limitations for audio in mobile titles.
- Good ability to pick up new tools and processes quickly.
- Burning desire to make fantastic sounding, highly entertaining games.

Contact

Please send your application along with a digital copy of your résumé/CV to careers@pikpok.com.
Additional contact details can be found below and by visiting us online at www.pikpok.com