

Sound & Music Designer for UNITY GAME (see SIMS VR/AR)

Who we are and what we do:

We, the international software company [Avataris](https://avataris.io) (<https://avataris.io>), are developing a game with Unity 3D, which, like "The Sims", focuses on interpersonal relationships, but at the same time uses maximum realism and state-of-the-art technologies. For example, the user experiences our game from the ego-perspective – optionally also in VR or AR – and has to deal with virtual avatars/characters that create the perfect illusion both optically and functionally (e.g. using AI, speech recognition, complex personality, procedural animations, physical hair and VR hand interactions, etc.). As part of our team, you would work with cutting-edge technologies and Unity's state-of-the-art achievements to push the boundaries of realism and create a breathtakingly beautiful game with unique depth and gameplay concept. Our market potential is enormous given the thematic niche, which means high chances of rapid advancement and salary increases for you. For the expansion of our remote team we are looking for a sound designer, supporting our striving to get the best talents in the world-wide job market.

Tasks:

- Self-organized and experienced search for suitable sounds for our game
- Editing and optimization of sounds with most modern approaches
- Search for or creation/optimization/customization of background music
- Maybe recording of own sounds or music pieces
- Background music adapts to the mood or state of the game (mixture of audio elements)
- Responsible for all sound and music elements of our game

Your skills/experiences:

- Prior experience with sound design and/or music composition
- Education in the broad area of sound or music design is advantageous
- Auditory and musical talent, high quality standards and perfectionism
- Self-organized, motivated and professional working style
- Good general technical understanding
- Advanced English skills

The advantages of our job offer:

- Eventually leading position in a rapidly growing company with big goals
- We are a promising pioneer in gaming and avatar technology

- Our huge market potential allows for rapid salary increases
- Very flexible working hours and remote working (part-time working also possible, as long as the workload allows it)

Payment depending on your qualifications, but definitely a very attractive one, because we think that our top team also deserves a top salary. We also pay performance-based bonuses and try to meet all your expectations in order to create the ideal working conditions.

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