



Foley Artist (f/m/d) [Audio Services]

Düsseldorf - Full-time - 743999786391983

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Joining Ubisoft Düsseldorf Audio Service Team, you'll help create Audio from start to finish for several large titles from Ubisoft. As our new Foley Artist you will perform, record and prepare the raw audio materials in collaboration with the Audio Designers.

- Performing and recording Foley
- Recording sound effects either in or outside the studio
- Responsible for editing, creating and organizing the recordings as ready to be used material by the Audio Designers
- Studio maintenance

1) Foley

- Perform and prepare content as audio assets ready for implementation.
- Respect budget when carrying out specific assignments.

2) Collaborate with Audio Designers

- Work with Audio Designers to create fitting sounds for complex interactive game audio systems

3) Field Recording

- Planning and execution of field recording sessions.

4) Studio recording

- Studio planning and maintenance.
- Taking the lead in recording sessions.

5) Foley and SFX mastering

- Editing, cleaning, and mastering sound effects with state-of-the-art tools
- Organize and sort recordings with metadata into libraries.

- One AAA game or various smaller titles shipped
- Relevant training or experience producing foley and sound effect recordings for interactive media
- Experience in selecting the right props from various sources to achieve the best results,

willingness to experiment and iterate to find new sounds

- Experience working in a professional audio studio environment and troubleshooting skills
- Basic knowledge of game audio implementation principles
- Good skills in various DAWs and state of the art plugins (Nuendo (is preferred), Pro Tools, Reaper...)
- Extensive microphone knowledge
- Ability to work on tasks autonomously and to deliver results in time
- Knowledge of library organization, metadata, and naming conventions (e.g. Soundminer)
- Experience in producing professional grade field recordings
- Good knowledge of standard software such as Microsoft office suite and Confluence/Wiki Software
- Fluent in English, both verbally and written

What We Bring

We offer a opportunity to work with one of the largest and strongest Audio teams in Ubisoft. Our Audio team have gone through rapid growth and we are now 35+ people working in a fully equipped Audio Studio within Ubisoft Düsseldorf. You will have the opportunity to work on Audio Foley for some of our largest titles in Ubisoft.

- Relocation and Visa Support
- 26 days holiday, 11 days public holidays, 5 Care for your Sick Child days (all paid)
- Company Pension Scheme
- Opportunities for growth on your desired career path: Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, Experts and library.
- German classes for free. Main language in the studio is English.
- Up to 350€ childcare support per child per month.
- Discounted Games and all games on Ubisoft Connect for PC
- Gym Subsidy.
- Monthly Mobility Budget. 80€
- All Legal residents of Germany are entitled to free public healthcare

Feel free to apply directly on our website <https://duesseldorf.ubisoft.com>