



Game Development

SOUND DESIGNER / COMPOSER

We are looking for an amazing and creative Sound Designer & Composer who is passionate about making games.

You will work closely with the Game Design team, the Artists, and the Developers to create the sonic landscape that will shape our games and enhance the player experience.

The position is in our Gothenburg office. All applicants must be eligible to work in the EU.

Responsibilities:

- Compose and create all the music, jingles, and sound effects for our games.
- Be innovative in how to create sounds and music since we work with both desktop and mobile platforms.
- Collaborate with other team members to make sure that sound, visuals, and overall atmosphere in our games are on a high level.

Skills and Qualifications:

- Submit sound portfolio demonstrating a wide range of music genres.
- Have a good understanding in creating music and sound effects in a wide variety of styles.
- Being able to work in teams and to collaborate with other team members as well as independently.
- Professional knowledge of Steinberg Cubase, Kontakt, Omnisphere, Waves suite and other similar software. We are using Cubase as our DAW.
- Good mixing skills to create a solid sonic experience.
- Experience with adding sound to animations and/or movies.
- Previous experience in creating music and sound effects for games.
- Fluent in English.

We value:

- A positive and playful attitude.
- An interest in casino games.
- Knowledge in Sony/Magix Soundforge Pro or other similar sound editing software.
- Understanding of the entire game development chain from game design to final product.

Contact us: hello@justforthewin.com