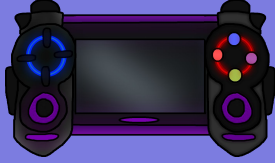


Expected to grow by
12%



VIDEO GAME AUDIO ENGINEERING

- in-house employees of a game studio/studio's audio department
- freelancers making contracts with studios.
- field and studio recording away from the office
- some work from home!



Salary ranges between **\$51,500** (25th percentile) to **\$95,000** (75th) with 90th percentile earning **\$151,000** in the U.S.

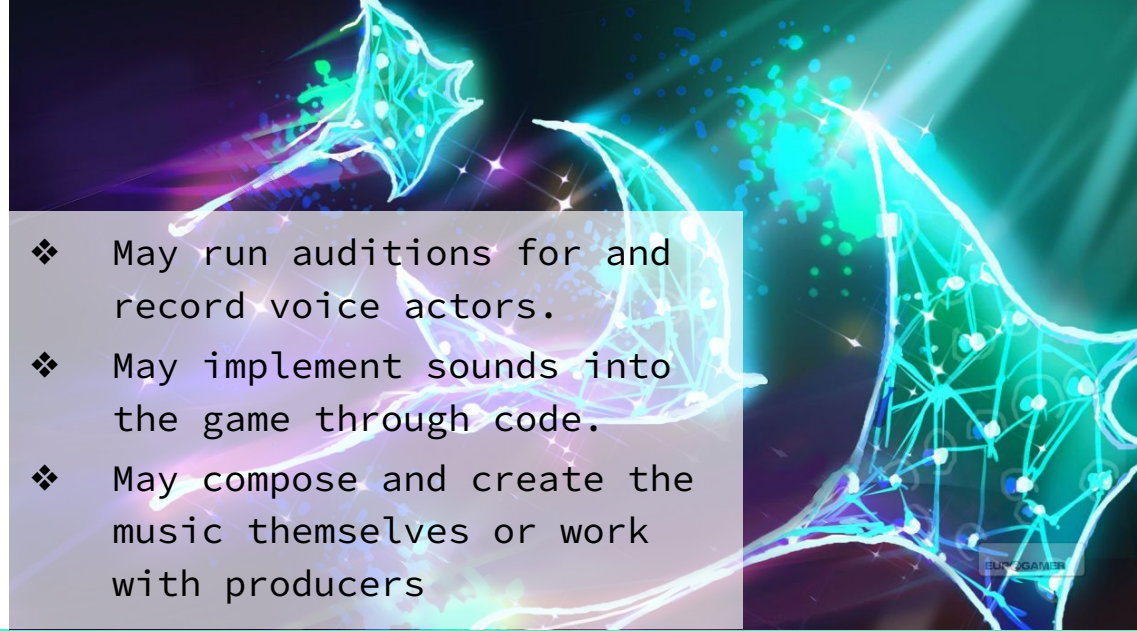
Some make money by project, some work on indie games, some work on AAA games with major publishers, growing based on experience.

Game Audio Engineers:

- ❖ Incorporate sound effects, ambient audio, and processing of character's voices to games.
- ❖ Edit, mix, and master sound when recording is done.

- ❖ May run auditions for and record voice actors.
- ❖ May implement sounds into the game through code.
- ❖ May compose and create the music themselves or work with producers

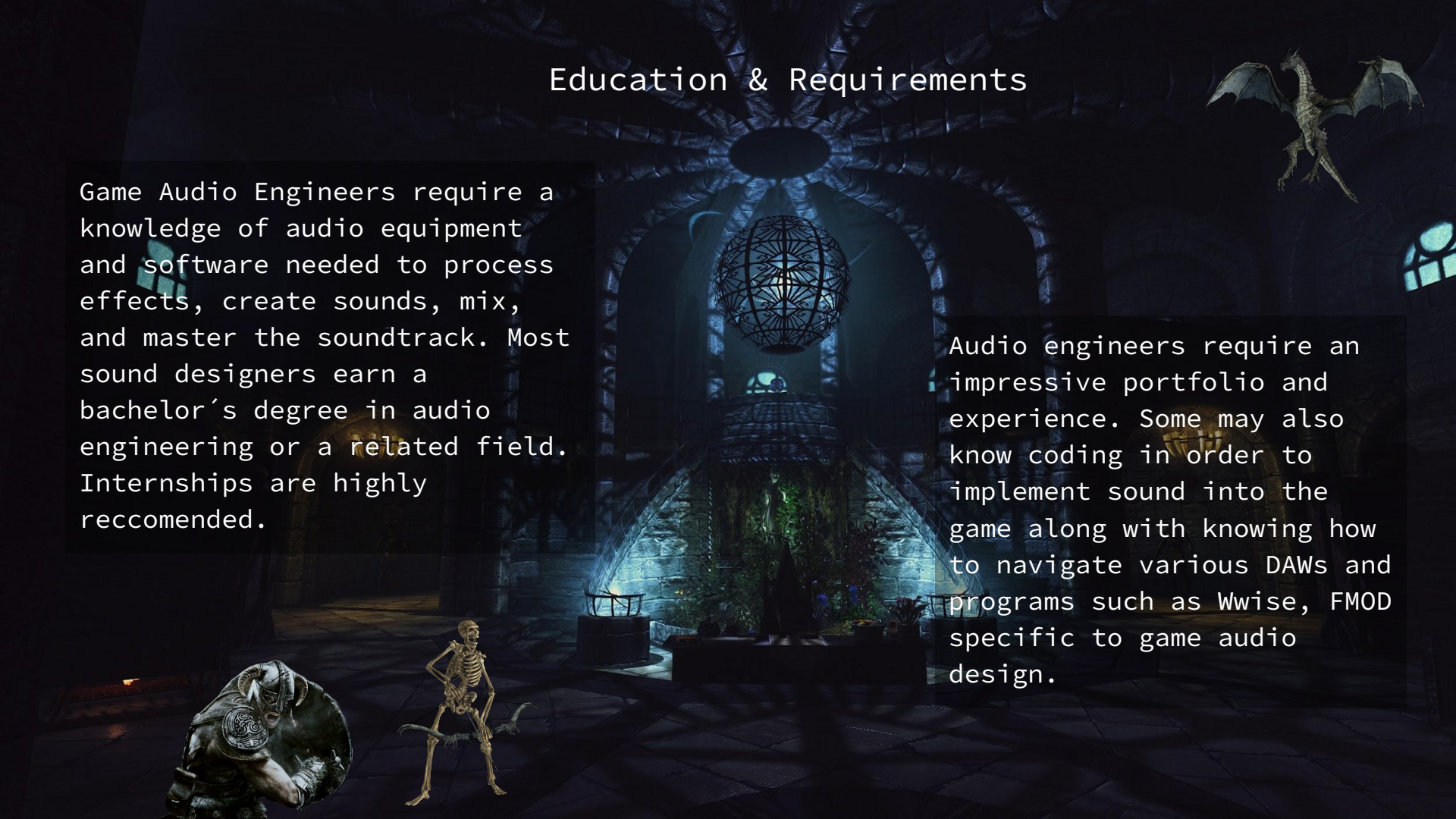
- Communicates with game designers on visions
- Sifts through SFX libraries, layers/process them to attain the perfect sound
- Does foley work (creating sounds)
- Needs a great sense of timing to move the story along & incorporate sounds at the right time for the correct feel
- Must time manage well.



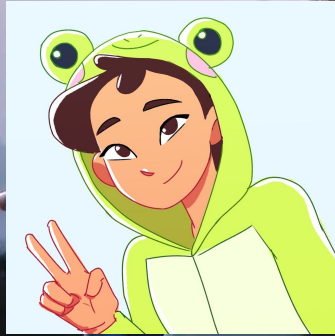
Education & Requirements

Game Audio Engineers require a knowledge of audio equipment and software needed to process effects, create sounds, mix, and master the soundtrack. Most sound designers earn a bachelor's degree in audio engineering or a related field. Internships are highly recommended.

Audio engineers require an impressive portfolio and experience. Some may also know coding in order to implement sound into the game along with knowing how to navigate various DAWs and programs such as Wwise, FMOD specific to game audio design.



Interest & experience in making sound for film: foley art, composing/producing soundtrack, dialogue, mixing, spacial design.



Experience & interest in video game production, composing, and producing for and outside of video games. Enjoys games! Enjoys analyzing music & sound in games. Love for video game soundtracks.



Very meticulous and detail oriented, driven/devoted when working, puts extensive effort into perfecting projects, logical, creative/innovative, focuses on the bigger picture, fast learner, love for recording others, mixing, and working on collaborative projects!

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Intrigued by the idea of implementing sound into a game through code, interested in & learning how to code.

