



# GDC

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Game Developers Conference®

March 23-27, 2009 | Moscone Center, San Francisco



# Breaking into the Industry



# What's The Problem?



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**Company Profile:**

**Longtail Studios** | **Employees: 53**



**Overview:**

At Longtail Studios Quebec, we create games with character!

Everything we do aims to achieve two clear objectives. First, create the best games with vivid characters, engaging storylines and superior gameplay. Second, provide our team with a superior work environment, best occasions to excel and unique opportunities to put their imagination and creativity to profit. By working in small teams on short projects, we ensure that everyone can take pride in the fruits of their labors while benefiting from the stimulation that provide constant new projects. Our workplace is a playful laboratory where our team members go beyond the limits of their own imagination, where they enjoy generous benefits and where they are hired for their skills and esteemed for what they are.

**Job Profile:**

**Senior Sound Designer** | [Longtail Studios](#) | **Quebec City PQ G1K3H4 CAN** | **Full Time**

[Details](#) | [Locations](#) | [Company Profile](#) | [Contact](#)

**Job Description:**

You are looking for an exciting new experience? You have enough experience to share to become a counselor on videogame sound design? Are you up for the challenge?

We are currently looking for an experienced studio sound design lead. The ideal applicant has shipped two titles or more and has at least three years of experience as a studio sound design lead, composer or sound designer in the videogame industry. This is a fast-paced, highly entrepreneurial and collaborative environment, and our ideal candidate has a great knowledge of the audio engines and audio tools and software. The ideal applicant is also able to handle technical aspects of sound creation such as pipeline concerns as well as integration.

The applicant shows good mentoring and management abilities. The applicant will serve as a mentor and will be a technical reference for other team members.

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### Responsibilities

- Create sounds and music for the games, respecting the style and tone
- Handle technical aspects of sound creation such as pipeline concerns as well as integration
- Work closely with other art disciplines to determine technical specifications
- Mentor other team members and counsel on technical aspects
- Manage assignments and deal with performance issues

### Job Requirements

- Minimum 3 years experience in the game industry
- Sound Design experience on two or more shipped titles, preferably as Lead / Senior Sound designer
- Handle technical aspects of sound design such as pipeline concerns and integration
- At least one year relevant management experience
- Expansive knowledge of video games and music styles (from orchestral to electronic music)
- Excellent documentation, verbal, written, and organizational skills
- Additional preference: Console experience

### Social advantages and work conditions

- Competitive basic wage rate
- Collective benefit plan including full family coverage for medical, dental and optometric care
- Relocation packages offered to candidates from outside the city or country. (We take care of Visa procedures if you're not Canadian!)
- Flexible vacation and statutory holidays
- One week paid vacation between Christmas and New Year's
- The position is 40 hours a week - Monday through Friday, on site.

### Working in Quebec City

Scared to make the move to Quebec City? You shouldn't be! First, we take care of the visa procedures so you have nothing to worry about. Second, we offer a generous relocation package that will make your move free of worries. Quebec City has a very good quality of life and an affordable cost of living. Take the chance and apply for the job today!

### Convinced?

Please submit the following directly to: [seniorjobs@longtailstudios.com](mailto:seniorjobs@longtailstudios.com)

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# The Problem

No visible entry into the industry

Where do we get:

- 3-5 Years Experience
- 2 Shipped AAA Titles



# The Reality

Most jobs never get posted

- Because of the barrage of applications
- Developers use Recruiters



# The Options

- Go it alone
- Get a job/internship in-house
- Get a job/internship with an outsourcer

# Going it alone

- What do you need?
- What are the benefits?
- What are the negatives?

# Getting a Job/Internship At a Developer

- How to get one?
- What are the benefits?
- What are the negatives?

# Getting an Job/Internship At an Outsourcer

- How do you get one?
- What are the benefits?
- What are the negatives?



# Creating a Demo

- Long or Short?
- Do everything or one thing?
- Imitate or innovate?

# Finding a Gig

- Networking
- Cold calling/ emailing
- PR/Marketing

# Getting the Gig

- Make a demo?
- What do you charge?
- How do you know what your time is worth?
- Can you ask what their budget is?

# The Future

- What part will the tools play?
- Outsourcing vs in-house
- Will video game audio go the way of film?

