Title Description	Definition
Management	
Project Manager	Person who oversees the entire game project and will interact with the Audio Lead in order to ensure the audio team has their needs met.
	People Skills
	Organization
	Political Maneuvering
	Management
	Budget considerations
	Team leadership
Audio Lead / Director	Person who oversees all audio aspects of a given game project. Responsibilities include overseeing all assets, as well as defining the schedule.
	Project scope definition
	Workflow assessment
	Team leadership
	Resource & Schedule management
Audio Producer / Associate Produc	et This person acts as liason between the producers and audio team for the game. Typically, responsibilities include schedule and logistics management as well as aesthetic calls.
	People Skills
	Organization
	Political Maneuvering
	Motivational speaking
Director of Sound	Person who is in charge of the entire audio division within a game company.
	People Skills
	Organization
	Political Maneuvering
	Management
	Budget considerations
	Team leadership
Technical Audio Director	This person analyzes, defines, and informs teams about their audio pipeline, including tool choices. This is sometimes a responsibility covered by the Director of Sound.
	Workflow assessment
	Resource & Schedule management

Systems knowledge
Tech dependencies
Platform specific knowledge

## Sound Design

# **Implementers**

Person responsible for wiring up assets to objects, events, states, parameters, and more.

Animation tagging

Interactive audio toolset usage

Systems knowledge

Tech dependencies

3d Object placement and level design

Lite scripting

Logical thinking

Sound Design principles

Asset management

## **Recording Engineers**

Person who specializes in recording sounds in a studio or on location. They have understanding of microphones & placement, pre-amps, acoustics as it relates to achieving good quality recordings, and creating recordings that can subsequently be utilized further down the chain.

Microphone Placement

Microphone Usage

Communication

Performance direction

Signal Flow

## **Foley Engineer**

A Recording Engineer who specializes in recording sounds that are made by character interactions. Examples are footsteps, movement, object interactions, etc.

Microphone Placement

Microphone Usage

Communication

Performance direction

#### Field Recordist

Person who specializes in recording sounds on location, typically for the purpose of utilization when creating sound effects and ambiences.

Microphone Placement

Microphone Usage

Portable Recorder Technology

Time Management

Communication

Database/ Asset management

Audio editing

## Mixer

Person who takes finished sound assets and mixes the game & cinematics for final delivery.

Sound Designer Person creates the actual sound file assets that get implemented

into the game engine. They often work from a spotting list and

schedule.

Sound Event Designer

Person who works very closely with the design group to define

the events and states to which the dialogue system will respond to. These events typically provide content for the voiceover

recording scripts.

Procedural Sound Designer

Person who designs the granular or particle type sound effects

recombinant playback system that reacts to various parameters in realtime. They may or may not create the sounds themselves.

Pure Data/ MaxMSP

Advanced synthesis principles

Logical thinking
Scripting languages

Music

Composers Person responsible for writing musical score for the game.

Orchestrators Person who works with the composer to create

arrangements/orchestrations suitable for live musicians to

erform/record.

Copyists Person who creates performance scores for musicians based upon

the master orchestrations.

Music Editor Person responsible for editing music to the requirements of the

music system.

Implementor Person who attaches music to events & objects within the game.

Musicians People who hang out with drummers.

Music Supervisor Person who oversees all music production for the game and

possibily provides the aesthetic vision.

Note Tracker Person who creats MIDI note maps for music-based puzzles &

games.

VO

Dialog event design Person who works intimately with the design team to define the

events & states that the in-game speech system will respond to, the outcome of which, will feed content for the voiceover

recording scripts.

Character profiler Person who creates the character bios and often the audition

reading scripts. It's a quick task that may or may not be

teamed up with the writers or design team.

VO Actors Person who supplies voiceover performances for one or more

character in a game.

VO Director Person who works with voice actors & game designers in order

to coax the best possible performances for use in a game.

VO Editor Person who receives raw voice recordings and uses the director's

notes in order to provide selected takes.

Dialog lead / coordination Person who knows the speech system in extreme detail. This is

often a task for the Dialog Event Designer.

Dialog processing / mastering Person who performs creative processing, adjusts levels, and EQs

edited voice in order to "final" the voice set.

Casting Director Person responsible for finding, auditioning, assessing, and hiring

actors, both for voice and motion capture. They may also be involved in the negotiating of rates and logistics of getting actors  ${\bf r}$ 

where they need to be.

**Programming** 

Audio gameplay programmer Person who adds the audo engine to the overall game engine,

as well as creates and maintains the event and data calls between them. This person supports the audio team members

with pipeline issues.

Audio tools programmer Person who acts as a liaison between the audio team and the

programmers in order to provide necessary tools for audio

production.

Audio engine programmer (low level) Audio engine programmer (high level)

QA

Audio Tester Person who play-tests through the game in order provide

feedback to the audio team so they can ensure a quality

soundtrack.

Localization

Localization coordinator / producer Person who works with licensees and other studios that can

provide translations and localized recordings of dialog. They have non-audio responsibilities, too, such as written in-game text.

non-audio responsibilities, too, such as written in game text.

Asset management Person who tracks voice assets & their status. They are

responsible for managing the database for all who need

information about those assets.

Title Description	Problem Solving	Detail Oriented		Clear communication	Curiosity and passion	ayer	Geek	Experience	Musicality	DJ Producers	Aesthetic	Initiative	Organized	Adaptability	Auto unacire	Cunosity	Strong Liver	Scheduling	Asset Management	Scope reduction	Scope expansion	Systems Design / Framework	Game states and events	Animation tagging	Ambient sound placement	File naming conventions			Object sound	Music integration	Realtime mixing	VFX	Music Mastering		Engine implementation	Audio Concepting	
Management																																					
Project Manager	3	3	3 3	3	2	3	2	3	2	2	2 7	2 3	3	3 3	2	3	1	3	3	3	3	3	3	3	3	3	3 3	3 3	3	3 2	2 3	2	2	2	2	3	3
Audio Lead / Director	3	3	3 3	3	2	3	2	3	2	2	2 :	3 3	3	3 3	2	3	1	2	3	2	2	2	3	3	3	3	3 3	3 3	3	3 2	2 3	2	2	2	2	2	3
Audio Producer / Associate Produce	3	3	3 3	3	2	3	1	2	2	2	2 7	2 3	3	3 3	2	3	1	3	2	2	2	1	1	1	1	2	2 2	2 1	1	1	1	1	1	2	1	1	3
Director of Sound	3	3	3 3	3	2	3	2	3	2	2	2 2	2 3	3	3 3	2	3	1	3	3	3	3	3	3	3	3	3	3 3	3 3	3	3 2	2 3	2	2	2	2	3	3
Technical Audio Director	3	3	3 3	3 3	2	3	2	3	1	1	2 :	3 3	3	3 3	1	3	1	3	3	2	2	3	2	2	2	2	2 2	2 2	2 2	1	2	1	1	1	1	1	3
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Recording Engineers	3	3	3 3	3 3	2	2	2	3	1	1	2	3 3	3	3 3	2	3	2	2	3	2	2	1	1	1	1	3	3	1	1	1	1	1	3	3	1	1	2
Foley Engineer	3	3	3 3	3 3	2	2	2	3	1	1	2 :	3 3	3 :	3 3	2	3	2	2	3	2	2	1	1	1	1	3	3	1	1	1	1 1	1	3	3	1	1	2
Field Recordist	3	3	3 3	3 3	2	2	2	3	1	1	2	3 3	3	3 3	2	3	2	2	3	2	2	1	1	1	1	3	3	1	1	1	1 1	1	3	3	1	1	2
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Dialog processing / mastering	3	3	3 3	3	2	2	2	2															1	1					1	1	1	1	1	3	2	1	3
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Asset management	3	3	2 2	2 3	2	2	2	3	2	1	1	1 2	2	3 3	2	1	3	2	2	2	2	2	1	1	3	1	1	1	1	1	1	2	3	2	2	1	3
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