

Dynamedion was founded in 2000 and has since developed to one of the biggest and most successful audio production studios in the world including music composition, sound design, field-recording, live orchestra production, audio branding and music licensing. Over 2,500 releases of video games, TV series, trailers, and movies represent Dynamedion's unmatched quality and integrity.

Currently, we are looking for experienced

GAME SOUND DESIGNERS

Requirements:

- We are looking for **senior sound designers with several years of experience**
 - in creating top notch in-game assets for games over a variety of genres
 - in creating sound design for trailers and in-game cutscenes for games over a variety of genres
- Experience in audio integration would be an advantage, but is not mandatory.
- Your primary focus will be content creation.
- You have a good command of written and spoken English.

If you are interested, please send your application including a **show reel or some convincing examples of your work** to **michael.schwendler@dynamedion.com**

Please note that we cannot reply to applications without any examples of your work.

We are looking forward to hearing from you.

Best regards,
your DYNAMEDION Team