

Вид заетост: постоянна работа, на пълен работен ден
Необходими документи: автобиография (CV) и мотивационно писмо
За контакт: Калина Димова, Kalina.Dimova@creative-assembly.com

AUDIO QA TECHNICIAN

As the Audio QA Technician on the team, you will be responsible for finding and entering issues into the project database. With a focus on audio, you will work closely with our talented development team to help ensure the audio quality of titles within the award-winning Total War series.

We are looking for someone who can work under guidance from Senior and Lead testers with an excellent eye and ear for detail and can apply a methodical approach to tasks and problem solving to find and accurately log defects.

The ideal candidate will have a passion for the audio arts with previous experience working in QA in a development environment, is familiar with the development process and has a technical background in a relevant audio-focused discipline.

Knowledge, Skills and Experience

Essential

- Excellent written and verbal communication skills with the ability to relay important information in the most suited format.
- Proficient time management and organisational skills, able to handle multiple tasks and meet set deadlines and priorities.
- An awareness of QA processes and demonstratable knowledge on bug reporting.
- Ability to follow set process and a methodical approach when investigating issues.
- Wide-ranging experience playing a variety of PC video games including the Real-Time Strategy genre of games.
- A passion for video game audio and a desire to be part of the creative process involved in developing video game audio.
- A University degree or equivalent in a relevant field that can be applied to audio Games Testing.

Desirable

- Previous QA Experience working in Games or other related fields is highly desirable.
- Previous experience in an audio-related field
- Ability to self-manage and generate tasks to drive the process and testing of an area
- Experience using audio middleware software such as Wwise.
- Previous experience working on a AAA title in a development studio.
- Experience playing the latest titles in the Total War franchise.
- Knowledge of the development process and the various disciplines involved.
- Experience using Jira, DevSuite and Perforce.
- Advanced Microsoft Excel skills.
- Experience with animation or database-related game tools

We are Creative Assembly

We gather the greatest talent out there, coming together to craft authentic and detailed experiences of the highest quality.

We focus on our strengths and embrace our uniqueness, collaborating across teams and giving everyone the trust and respect to be masters of their craft.

We house many talented people from juniors to industry veterans who constantly challenge us and make sure we are striving for the best within our games and our studio life. That's led to multiple Best Place to Work Awards. We're still recruiting throughout COVID-19 and have adapted our on-boarding process to give you the best start at CA.

Creative Assembly is about the right people making the best games. If that sounds like you, join us.