

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 Producer

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 perform/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 possibly provides the aesthetic vision.

Note Tracker

Person who creates 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 where they need to be.

Programming

Audio gameplay programmer Person who adds the audio 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.

Asset management Person who tracks voice assets & their status. They are responsible for managing the database for all who need information about those assets.

