



AUDIO EFFECT CREATORS

Whimsy Games, an independent game studio located in the Seattle area, is hiring audio content creators to contribute to our flagship product. Currently we are seeking motivated audio artists to help create a soundscape of game and interface effects. The ability to coordinate with a small interdisciplinary team as the sole audio expert will be crucial. Familiarity with developing audio assets for the Unity game engine is a plus. The ideal candidate will be self-starting, adaptable, comfortable with delivering products on a deadline, and familiar with content creation in a team setting using collaboration tools. As this is a small, agile company we can provide opportunities for self-driven individuals to work in multiple roles within the game development process.

A bachelor's degree in a related field is required and candidates will be expected to provide a portfolio of previous work.

This is a contract position and, if hired, deliverables will be expected on a weekly basis. The contract term is negotiable; we can accommodate anywhere from a 1-month to a 6-month contract.

Interested? Submit your resume and portfolio to hiring@whimsy-games.com.



MUSIC/SCORE CREATORS

Whimsy Games, an independent game studio located in the Seattle area, is hiring audio content creators to contribute to our flagship product. Currently we are seeking motivated artists to help create our game soundscape by creating unique music tracks for our game. This will involve developing background tracks for everything from the menus to the combat scenarios. The ability to coordinate with a small interdisciplinary team as the sole audio expert will be crucial. Familiarity with developing audio assets for the Unity game engine is a plus. The ideal candidate will be self-starting, adaptable, comfortable with delivering products on a deadline, and familiar with content creation in a team setting using collaboration tools. As this is a small, agile company we can provide opportunities for self-driven individuals to work in multiple roles within the game development process.

A bachelor's degree in a related field is required and candidates will be expected to provide a portfolio of previous work.

This is a contract position and, if hired, deliverables will be expected in regular intervals. The contract term is negotiable; we can accommodate anywhere from a 2-month to a 6-month contract.

Interested? Submit your resume and portfolio hiring@whimsy-games.com.