



BeamNG

Audio Engineer (fulltime) at BeamNG GmbH

The company BeamNG GmbH is developing the physics simulation BeamNG.drive and currently in the process of improving the audio.

We are an international team of artists, programmers and students currently looking for motivated and talented people that are experts in their field.

The candidate should have:

- Professional experience in Audio engineering for games
- Experience in vehicle sounds
- Strong English skills (written and verbal)

What we offer:

- Fresh, open-minded atmosphere that leaves lots of space for ideas and initiative
- Working in a young, dynamic team, creating the next-generation physics platform
- Flexible contract: full-time, part-time, project based and anything in between

If you are passionate about what you are doing, please drop us an email with a motivation letter and your CV highlighting your previous work experience to jobs@beamng.com

For further information about our company and BeamNG.drive have a look at our website <http://www.beamng.com/presskit>