Subject: Video Game Sound Design Jobs
Posted by LizardBat on Mon, 15 Aug 2011 14:36:16 GMT

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I'm really interested in breaking into creating sound designs for console video games. I have a huge list of developers and publishers I wish to contact, but I wanted to ask if anyone has any suggestions for exactly what I should include when I contact them? I was thinking CV, music examples, and a cover letter with my statement of intent. That sounds a little bare bones to me, though. What am I missing?