
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?

Subject: Re: Video Game Sound Design Jobs
Posted by [Danny](#) on Thu, 18 Aug 2011 19:00:01 GMT

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Well, you don't want overkill. I think what you have there is about right. Just make it good! Keep it simple, to the point and make sure it is your very best!

Subject: Re: Video Game Sound Design Jobs
Posted by [audioaudio90](#) on Sat, 20 Aug 2011 13:18:44 GMT

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That sounds pretty good. Hopefully they will be interested enough to listen to your portfolio. Are the music samples set to a game or just by themselves?

Subject: Re: Video Game Sound Design Jobs
Posted by [LizardBat](#) on Tue, 23 Aug 2011 10:37:36 GMT

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Thanks folks!

AA90: The music is just audio files. I have a set of excerpts from some ambient tracks I created for some film work (5) and then a few special effects type mini tracks (20). I have them set up as a ZIP file to send electronically or I can burn them to a disc if they prefer a hard copy. I was even thinking about having them printed up professionally, but I decided that would be a better idea for after having a gig or two under my belt.

I am approaching this as working freelance, too, because I am worried about copyright issues and things like that. Also, I believe it will pay better. Any thoughts on that?

Subject: Re: Video Game Sound Design Jobs
Posted by [audioaudio90](#) on Tue, 23 Aug 2011 11:32:54 GMT

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Your work is technically copyrighted once it's created, but it's good to register it as well. As for freelance work, you have to spend more time selling yourself and it is less secure, but you also get more flexibility and possibly higher pay, so it may be worth looking into.

Subject: Re: Video Game Sound Design Jobs
Posted by [LizardBat](#) on Wed, 24 Aug 2011 07:57:58 GMT
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Yeah. I used to send myself cassettes of my works in the post to date them by the government and therefore prove copyright. How funny is that? I do need to register my tracks when I start working with a publisher or designer. The works I am sending are mostly already copyrighted publicly. A very good point AA90!

And again with the freelance position. I am worried about getting roped into working with one company that owns my copyrights to my music. You get paid a lot less and then you are stuck working for a single employer, and if they have no work for you, you're doomed!

Subject: Re: Video Game Sound Design Jobs
Posted by [Danny](#) on Fri, 23 Sep 2011 18:38:15 GMT
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If you can establish yourself, sometimes word gets around. A lot of time, people will use your services, based on a good recommendation. Try not to sell yourself short, which is easily done when you work for someone else.

Subject: Re: Video Game Sound Design Jobs
Posted by [Siren](#) on Mon, 26 Sep 2011 12:35:05 GMT
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I have always enjoyed video game music. It often gets stuck in my head! The only advice I have, is be persistent. If one place turns you down, go to the next one. Maybe, if a place turns you down, they will give you pointers on your music. Then, you can fine tune your music.

Subject: Re: Video Game Sound Design Jobs
Posted by [DJ Dave](#) on Tue, 04 Oct 2011 11:47:43 GMT
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I've never really put much thought into game sounds, but I guess it would be a decent profession. Most people want to create video games, and don't even think about the sound end of it.
