



Audio Software Developer

About Sound Particles

We are on a mission to change the future of audio!

Computer Graphics was probably the biggest revolution that happened in the Entertainment Industry over the last 50 years: from animation to visual effects, from video games to VR. But now imagine if we could use the same technology, the same concepts, not for image, but for sound... because that is exactly what we do at Sound Particles.

Sound Particles is creating a new paradigm of audio software, that brings the power of computer graphics into the sound world, and that is the reason why our software is used in all major Hollywood studios, in productions such as Game of Thrones, Star Wars, and Dune.

Our technology is used in Cinema, TV, Video Games, VR, Music, and can even be used with AI. We should be doing things right, otherwise, these big companies wouldn't invite us to present our technology to them: Apple, Google, HP, Disney, Pixar, LucasFilm, Warner Bros., Fox, Universal, Sony, Paramount, Blizzard, Playstation, Netflix.

Working at Sound Particles means that you will directly or indirectly work with these companies, and your work will somehow impact the work of these entertainment companies.

Are you ready for the adventure of your life?

About this role

We are creating audio software that is used every day by some of the best sound professionals in the world. As such, we need to make sure that the software doesn't have bugs or crashes, and that presents a good user experience.

We're looking for people passionate about software development to join our team of developers to improve our range of audio software.

In this role, you will:

- Write code in modern C++ (C++ 20), for desktop audio applications (standalone or plugins).
- Write automated tests for your code.
- Participate in Scrum meetings (DM, Reviews, Retro, Planning).
- Use DevOps tools, e.g., Jira, Confluence, Git, pipelines for CI/CD.

Qualifications

- University degree in Computer Science.
- Experience in software development.
- You're fluent in English (mandatory) and confident when writing/speaking with customers.
- Eager to improve your development skills.
- Proactive.
- Great time-management and prioritization skills.

You can expect a flexible schedule, autonomy, a no-BS fun environment, and flexible holidays.

What will set you apart from other candidates

- Know-how with modern C++
- Strong understanding of digital audio principles
- Experience developing with audio and plugin frameworks e.g. JUCE, VST plugins, Audio Unit plugins, etc.
- Know-how regarding audio
- Experience using audio software
- Experience developing software in large teams

How do you know if you want to work at Sound Particles?

You are a proactive person. You don't wait for others to tell you what needs to be done. You understand the mission and culture of a company, and you take the initiative to make things happen. We don't want to micromanage people and you don't want people to micromanage you. You are a person full of potential and Sound Particles is the perfect place to help you to leave a mark in the industry.

You seek to learn and want to grow personally and professionally. At Sound Particles, we invest in people, and we want them to become the best versions of themselves. That is why we have multiple training sessions every week, we buy every book requested by someone, and we hire top-of-the-class professionals who will help juniors grow even faster. We are a deep tech startup that wants to leave a mark in the entertainment industry, and we know that we will only achieve that by investing in people and knowledge.

You have a passion for the entertainment world. If you love movies, music, or video games, this is the right job for you. Sound Particles wants to change the entertainment world and passionate people bring that extra commitment because of that passion. If you love entertainment as we do, you will better understand our mission, the clients' needs, and the overall process. Help us help them.

You welcome change and actually like to drive it. We strive to give our customers the best tools so they can keep making progress in this new 3D world. This means that we have to experiment a lot with new ideas. As expected, some of them will work, others won't. You need to be willing to be wrong, not afraid to make mistakes and actively learn from the process.

Contact Us



Sound Particles S.A.
Rua da Carvalha, 570
2400-441 Leiria
Portugal

jobs@soundparticles.com

www.soundparticles.com/careers