



Researcher

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 part of our R&D efforts, we explore the intersection of physics, mathematics, machine learning, and audio technology to push the boundaries of what's possible in the audio industry. We are looking for a researcher with a strong theoretical background, combined with curiosity, creativity, and a desire to solve complex problems.

In this role, you will:

- Research and prototype solutions for audio-related problems.
- Explore and develop ideas in areas like AI, physical modeling, or signal processing.
- Work closely with developers to turn research into features and products.
- Design experiments, validate your ideas, and iterate fast.
- Keep up with new papers, tech, and tools.
- Help shape the future of our R&D direction.

Qualifications

- PhD in Physics, Mathematics, or Engineering.
- Programming knowledge.
- Experience with MATLAB or Python.
- Fluent in English (written and spoken).
- Strong analytical and problem-solving skills.
- Curious, proactive, and self-driven.
- Excellent 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

- Experience in deep learning.
- Knowledge of acoustics, DSP, or physical modeling.
- Experience working in interdisciplinary or collaborative research teams.
- Ability to go from theory to working prototype.

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