

FRAMED immersive projects GmbH & Co. KG is looking for a new team member to start as soon as possible at our Berlin location:

Technical Sound Designer (m/f/d)

FRAMED immersive projects GmbH & Co. KG is a Berlin-based studio specializing in innovative sound design, immersive audio technology, and interactive media art. We develop and install a headphone-based spatial audio system under the brand name usomo that dynamically renders sound in real-time, responding precisely to users' movements through physical space.

usomo is looking for a Technical Sound Designer to permanently join our team. In this role you will build immersive audio experiences and then take them on the road. You'll be working closely with our Lead Technical Sound Designer and Senior Sound Designer, making this an excellent opportunity to learn, collaborate, and grow your skills in a supportive and experienced team.

Your Tasks:

- Design and implement interactive audio installations using our custom tools
- Collaborate with artists, programmers, and designers to bring installations to life
- Travel frequently across Europe to install and maintain media art installations onsite
- Troubleshoot audio and technical issues both remotely and in the field
- Contribute to spatial audio implementation, interactive mixing, and system testing

What You Bring:

- Experience working with audio in game engines or other interactive audio applications
- Eagerness to learn and operate our proprietary position tracking software and hardware
- A passion for sound, technology, and interactive environments
- Willingness and ability to travel regularly within Europe
- Strong communication and problem-solving skills
- Some experience with C# or C++
- C1 level English or equivalent: English is the primary language for communication within the team and with international clients

Nice-to-Have Skills:

- Hardware tinkering: circuit design, Arduino, Raspberry Pi, or confidence with a soldering iron
- Unity game engine (editor/ C#)
- Experience with game audio middleware
- Experience with software development in a collaborative team
- Familiarity with media art, installation work, or live audio environments
- Knowledge of spatial audio
- German language
- Experience with Android development

What We Offer:

- A chance to work on cutting-edge media art installations
- Travel opportunities across Europe
- A collaborative, interdisciplinary environment in Berlin
- Opportunities for learning and growth in sound design, tech art, and interactive systems

Apply Now

Send us your CV to job@usomo.de, a short cover letter describing why you're interested, and any portfolio or demo links you'd like to share. This position welcomes applications from new graduates and those without prior industry experience: if this is you then please include ample links to previous work undertaken in academia or in your own creative practice.

Note that this is not a composition or sound design position. You will not be creating custom audio material but will be working with implementation tools to elevate existing audio material.