

Better to d&b: as Senior Product Designer, Virtual Acoustics (f/m/x).

As a Senior Product Designer, Virtual Acoustics (f/m/x) at d&b you will find the right conditions to develop professionally and personally. Geographically, because we are internationally positioned. Professionally, because we have achieved a leading position in the pro audio industry, setting international standards and are happy to share our knowledge and skills with you. And personally, because at d&b, together with sound-crazy colleagues we shape the future of music, sound, and technology. How does that sound to you? Hopefully as good as our audio solutions.

The Senior Product Designer, Virtual Acoustics (f/m/x) joins a team of technical product owners establishing the design, feature set, and development priorities of the d&b Soundscape immersive audio ecosystem. The role can be remote in Germany, Spain and UK but will need frequent working visits to the Headquarter in Backnang.

Well then, here are your tasks as a Senior Product Designer, Virtual Acoustics (f/m/x) at d&b:

- End-to-end product ownership of the Soundscape En-Space software.
- Define requirements for dependent development streams such as simulation, planning, tuning and remote-control software.
- Specify a prioritized feature set and define development tasks.
- Lead feature implementation in cross-functional agile teams using Jira and Confluence.
- Specify and develop working prototypes to validate feature definition, design, experience, and workflow.
- Participate in agile exploration projects to define the future Immersive roadmap.
- Coordinate and perform the Custom Rooms measurement service, as well as development of the Custom Rooms product and commercialization worldwide.
- Work frequently in the d&b Soundscape development lab in Backnang.

So much for your job. Now our expectations of you.

Wondering what qualifications and skills you should have? Let's find out together whether the position is right for you:

- Master Degree in Electro acoustics, an associated discipline or equivalent experience.
- Several years of experience of working in the field of 3D/immersive/spatial audio/applied acoustics in a product management, product design, research/application specialism or software engineering role.
- Experiences in Juce or C ++ are a bonus
- A team player with excellent interpersonal skills and the ability to learn quickly in a dynamic environment. Experience of working with global, cross-functional teams from a remote location.
- Ability to manage multiple work streams aligning with critical project timelines in a fast-paced environment.
- Willingness to travel to company, customer, and non-customer sites worldwide (appr. 25%).

And what does d&b have to offer you?

The exact opposite of boredom: enthusiasm, inspiration, and a job you can identify with. You'll develop solutions for exactly that sound that will provide goosebump moments for listeners and visitors of live events and concerts in the future. You'll work in a state-of-the-art work environment: Our production facilities and workstations are state-of-the-art, and so is the quality of our products and solutions. As you'd expect from a global market leader.

We are d&b. And we're looking forward to receiving your application.

Come to us! Simply apply online - with a detailed online application. After all, we're also eager to learn more about you, your qualifications, and your personal strengths. And of course, we'll treat your application with the utmost confidentiality.