Sound Engineer Application
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Hello and thank you for taking the time to view our applications page! It's toons like you who help keep Toontown running and we can't wait to see your application.

Before we being it's important we go over a few things to make sure you're up to speed!

About the Corporate Clash Crew:
Every member on the Corporate Clash Crew is a volunteer and the position you're applying for isn't a paid position.

Every member of the Corporate Clash Crew will be expected to dedicate time towards the projects they're assigned to unless you notify your team lead.

With that out of the way, let's talk about the Sound Engineer position.

About the role:
Your duties as a Sound Engineer is to innovate ways to create that perfect sound or to find the perfect suitable one for us to use. From any sounds such as steps on the ground to the splats of the pies! Perhaps you'll even be the one to voice some new species if we go down that road!

Position Requirements:
- Must be at least 14 years of age.

- Must have some experience in sound design. Software does not matter.
- Understanding of how to creatively produce sounds for a variety of situations.
- Ability to voice act potential species highly beneficial, but not required.
- Understanding of the classical cartoon-like Toontown sound style.

So it's time to begin!
Let's get started with your application.

The way we recommend you fill out the application is to either number each question or copy the application into a word processor of your choice. Once you're done, send it off to applications@corporateclash.net with the subject line 'Sound Engineer Application'

Section 1 - Personal Information:
1. What is your name?

2. Do you have a preferred name?

3. What TimeZone are you located in?
Our team works in eastern time, but we have crew members from around the world!

4. Are you fluent in English?
If you speak any other languages, please tell us about it!

5. Are you able to occasionally voice chat with other team members and in meetings?

6. What is your estimated availability per week?

7. Have you ever worked in a team environment before?

8. Is there anything else you'd like to tell us about yourself?

Section 2 - Toontown:
1. Do you have any experience with Toontown?
If so, we'd love to know when you started playing!

2. Do you actively play Toontown?

3. Have you ever worked on a Toontown server before?

4. How familiar are you with Toontown: Corporate Clash?

Do you know about the changes we've made compared to the original?

Section 3 - Sound Engineer:
1. Do you have any prior experience in sound design?

2. Do you have prior experience in any form of voice acting? If so, what?

3. On a scale of 1-10, how skilled do you feel your sound design abilities are?

4. How long have you been sound designing for?

5. Teamwork is vital to our team. In order to work efficiently, and for archival purposes, we have a central resource for all of the creative team. Are you comfortable with sharing your source files with others for critique as well as archival purposes?

6. Are you comfortable with receiving and working with criticisms on each piece you produce?

7. Most of the time, we aim to give a reasonable deadline for work to be finished. However, sometimes we'll need textures done at a short notice. What would your reliability be on creating textures in a short window of time?

8. What tools/software do you use

Section 4 - Challenge:

Please pick any of the below challenges and complete one.

Let's say we wanted to add running sounds for all kinds of flooring. Design a run and walk sound effect for a couple different types of ground. (Grass, Snow, Concrete, etc)

A new species is coming to Toontown: Corporate Clash! Let us hear your take on this new species. Try your hand at a medium talk sound and a howl sound. (Ooo!)

Let's say we need a sound designed for a new drop gag. Go and create a sound for this theoretical new drop gag that features the classic drop sound, and the crash of whatever this new gag is upon the cogs!