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Basic to advanced knowledge of programming and audio integration techniques is presented. One of the goals of this book is to raise the general level of game audio programming expertise, so it is written in a manner that is accessible to

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beginners, while still providing valuable content for more advanced game audio programmers. The authors of ...

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Experience Needed to Become a Video Game Audio Programmer. If you want to become a video game audio programmer that works in a large video game development studio, you will likely need to have 3-5 years of professional programming experience, and at least one shipped title to your credit.

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