

## Junior Game Development Engineer

### Job brief:

We are looking for a specialized game developer to turn a game idea into code on a fast moving environment. You will be involved in various aspects of game's creation from concept to finished. Product programming, but also game and level design, production, audio and visual arts.

### Job Responsibilities:

- Producing prototypes quickly of gameplay ideas and features
- Translate requirements into clean and efficient code
- Level design, in charge of producing prototypes of gameplay ideas and features
- Develop schedules and determine milestones
- Contribute to the game design, visual arts and audio features of the game
- Detect, identify and solve technical specifications
- Polish the game, maintain code, fix bugs and iron out occurring problems

### Requirements:

- Experience in game engines such as Unity or Godot.
- Working experience in full lifecycle game development. May include game jam and personal projects.
- Hands on experience primarily with Python or GDScript.
- High level knowledge of APIs and libraries.
- Ability to work in a fast paced startup environment.
- Portuguese (Fluent), English (Advanced).

### Desired Requirements:

- BS degree in Computer Science or Games Technology or Similar.
- Expert in one or more programming specialties.
- Up-to-date with the latest gaming trends, techniques, best practices and technologies.

*You can send your resume to [careers@javary.co](mailto:careers@javary.co)*