



Senior 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 the 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:

- Significant experience in game engines such as Unity or Godot.
- Working experience in full lifecycle game development.
- Hands on experience primarily with Python or GDScript.
- Hands on experience on at least one of: C++, Objective-C or Java
- Hands on experience on at least one native mobile platform: Android or iOS
- High level knowledge of APIs and libraries.
- Ability to work in a fast paced startup environment.
- 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.

Desired Requirements:

- MS degree in Computer Science or Games Technology or Similar.
- English (language, advanced)

You can send your resume to careers@javary.co