## 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 including coding, programming, audio, design, production and visual arts.

## Responsibilities

* Translate requirements into complicated but clean and efficient code
* Construct the base or the engine on which the game will run
* Produce prototypes of gameplay ideas and features
* Develop schedules and determine milestones
* Generate game scripts and storyboards
* Animate characters and objects
* Contribute to the design and audio features of the game
* Create unit tests and validation procedures to assure quality
* Detect identification and resolution and document technical specifications
* “Polish” the game, maintain code, fix bugs and iron out occurring problems

## Requirements

* Proven working experience in full lifecycle game development
* Hands on experience primarily with C++ or other programming languages (Java, C, etc)
* High level knowledge of APIs and libraries
* Expert in one or more programming specialties (artificial intelligence, 3D Rendering, 3D animation, physics, multiplayer/networking, or audio)
* Up-to-date with the latest gaming trends, techniques, best practices and technologies
* Ability to solve problems creatively and effectively
* BS degree in Computer Science or Games Technology