Software Engineer

As a software engineer, you'll be working in a team of developers on diverse projects. To be successful in this role, programmers must demonstrate their knowledge of critical thinking, and problem solving. Proficiency with C#, C++, Objective-C, or JavaScript is required.

Duties and Responsibilities

- Coordinate with the Technical Director on current programming tasks.
- Collaborate with other programmers to design and implement features.
- Quickly produce well-organized, optimized, and documented source code.
- Create and document software tools required by artists or other developers.
- Debug existing source code and polish feature sets.
- Contribute to technical design documentation.
- Work independently when required.
- Continuously learn and improve skills.
- Attention to detail is essential and all tasks must be carried out to the highest standard.

Requirements:

- Software development degree or four years of professional experience.
- Proficiency with the C#, C++, Objective-C, or JavaScript programming languages.
- Excellent debugging and problem-solving skills.
- English language fluency.

Beneficial Skills:

- Unity or Unreal game engine experience.
- Web development skills (HTML/CSS, JavaScript).

Please send in the resume and portfolio to **work@streamline-studios.com** if interested!