Vacancy : C++ Software Engineer – Bristol

**About the role**:

Join the team that creates the development tools used to make every PlayStation® game. You will work with experienced colleagues on a range of tools (graphical and command-line) and APIs. These tools are part of the PlayStation SDK and are used by thousands of game developers, testers, artists and producers.

You will be responsible for developing new features, improving existing features, and producing tests to validate any changes to the code base. The ideal candidate should be able to demonstrate strong design and coding skills, a desire to explore ideas and, above all, have a passion for quality.

**Responsibilities:**

* Analysis of customer requirements to produce maintainable designs.
* Develop and deliver work to schedule.
* Participate in code and documentation reviews.
* Provide estimates for tasks.
* Provide input to technical writers producing documentation.
* Work with support engineers on customer issues

**Qualifications and experience:**

* BSc in Computer Science degree or equivalent experience.
* Between 3 and 6 years commercial experience.

## **Essential skills:**

* Strong C/C++ development and debugging skills.
* A solid understanding of software testing techniques including writing unit tests.

## **Desirable skills:**

* Experience of developing Microsoft Windows applications with graphical user interfaces, for example WinForms, WPF, GDI, and Win32.
* Experience with high performance / multi-threaded applications.
* Knowledge of TCP/IP, UDP.
* An understanding of IDEs and Debuggers.
* An understanding of Debugging file formats.
* Knowledge of x86 / x64 assembly.
* Knowledge of MSBuild.
* Experience of C# development.
* Experience of COM, and .Net Interop.

## **We anticipate that suitable candidates will demonstrate the following personal attributes:**

* A passion for detail.
* Recognises the value & responsibilities of being part of a team.
* Keen to learn and grow as an engineer.

## **About SN Systems**

We create development tools for PlayStation® platforms including PlayStation®4 Pro and PlayStation®VR. From debuggers and performance analyzers to compilers and target communication servers, our products are designed to make PlayStation® developers' work easier and more efficient.

As a team under Sony Interactive Entertainment's (SIE) Hardware Engineering and Operation division working on research and development, we have a deep understanding of game developers' needs, and use our expertise to create a range of advanced development tools.

We currently employ c. 95 people in Bristol (HQ), Dublin and San Jose in a dynamic environment where change is the norm.