Skills and Jobs

Gameplay Programmer

The Gameplay Programmer will be tasked with creating fun and exciting gameplay mechanics and systems for Rule of Atonement. They must be able to brainstorm new gameplay ideas and continually iterate on them to improve all aspects of the game. They will also engage in bug fixing with the rest of the team and will work closely with the animator to produce satisfying gameplay.

Skills

* Excellent teamwork and communication skills
* Experience with the Unreal Engine 4 and C++ language
* Experience with Havok AI and Physics
* Experience with version control tools
* Experience with multiplayer games
* Creative problem solving skills
* Conceptualise new gameplay ideas
* Experience with AGILE Development

Backend Developer

The Backend Developer will be tasked with creating the infrastructure for Rule of Atonement. Once the creation is complete their main task will be to maintain the current infrastructure while identifying and improving the scalability and server capacity. They will also be responsible for handling any network issues and making the system as robust as possible.

Skills

* Excellent teamwork and communication skills
* Experience with the Unreal Engine 4 and C++ language
* Experience with version control tools
* Experience with Bigworld Server
* Experience with Backend Development (MongoDB required)
* Experience with Amazon Web Services
* Experience with Distributed Systems
* Experience with AGILE Development
* Problem Solving Skills

Animator

The Animator will be responsible the art and animation of 3d characters in Rule of Atonement. They will create 3D animations across creatures, Human characters, locations and VFX. They will create concept art and from that create 3d models to use in their animations. They must do this while also keeping in mind that it is to be used on many pieces of hardware each with their own limitations. They will also work closely with the Gameplay Programmer to ensure that animations are correctly implemented.

Skills

* Excellent teamwork and communication skills
* Experience with version control tools
* Experience with AGILE Development
* Experience with Adobe Creative Cloud for animation
* Experience with Autodesk 3DS Max for modeling and rigging
* Experience with Speedtree, Simplygon and Enlighten
* Key frame animation skills across creatures, humans and set pieces
* Experience in VFX animation
* Experience with animation/modeling in the Unreal Engine 4
* Traditional Art Skills
* Creative mind for creation of concept art

Content Developer

The Content Developer will be in charge of the story and character writing for Rule of Atonement. They will build the world of Rule of Atonement by designing quests and populate it by creating npc characters and writing their dialogue. They will work closely with the gameplay programmer to create meaningful scenarios with great gameplay mechanics and interesting characters.

Skills

* Excellent teamwork and communication skills
* Experience with the Unreal Engine 4 and C++ language
* Experience with Autodesk 3DS Max for modeling
* Experience with version control tools
* Experience with AGILE Development
* Experience with creative writing to build the game world and characters
* Problem Solving skills