**Manu Mathews**

**2361, 29A Avenue, Edmonton, Alberta T6T 2B1**

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**OBJECTIVE:** To start a career in software engineering/game development in a professional and currently emerging company that will enable me to use and develop my programming skills.

**QUALIFICATIONS:**

* High School Diploma
* Currently finishing the Computer Engineering Program at NAIT(Northern Alberta Institute of Technology), Edmonton, Alberta

**SKILLS:**

* Vibrant team member and confident to work independently
* Proficient in C#, JavaScript, HTML5+ and PHP5
* Excellent interpersonal, conflict resolution and leadership skills
* Ability to build, maintain and enhance positive working relationships
* Quick learner and trainable personality
* Extensive knowledge in computer hardware
* Highly professional, aiming perfection and accuracy
* Good time management, analytical and problem solving skills
* Effective written and verbal communication skills in English and Malayalam

**WORK EXPERIENCE:**

* Served with the Edmonton Police Service Cadet Program for two years
* Employee at St. Theresa’s as a Receptionist
* Volunteer experience with the Edmonton Police Service
* Volunteer experience at various fundraising events

<http://eastsidegamestudio.com/software-engineer-junior/>



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**SOFTWARE ENGINEER (JUNIOR)**

**Job Details**

**Type:** Permanent Full-time

**Department:** R&D

**Job Code:** JSE

**Reports To:** Technical Director

**Start Date:** ASAP

**Number of Openings:** 1

**The Low Down**

East Side Games is looking for an enthusiastic Junior Software Engineer to join our development team. You love duplicating and helping to fix bugs, designing and implementing new features, and doing anything else needed on our small, indie team.

**A Day In The Life**

You will tackle technical problems, build functionality for new product initiatives, and receive outstanding mentorship, all while working on a diverse range of fun and successful products. A typical day here at the studio will include designing, testing, and implementing everything from new game features to bug fixes, using a variety of technologies.

**What You Need**

* Bachelor’s degree in Computer Science, Software Engineering or related technical discipline (or equivalent experience).
* Some experience with multiple programming environments such as PHP, Java, Objective-C, ActionScript 3, Unity(C#), Javascript or HTML5.
* Prior experience working on/ shipping a mobile or canvas project.
* Must have a strong interest in the social & mobile gaming space; we actually encourage you to play games & provide input in their design.

**Nice To Have**

* You’ve worked on or built a project (game/mobile/web) outside of school or work.
* Experience with SQL or NoSQL databases a plus.
* Working knowledge of Object-Oriented Programming (OOP), design patterns, and algorithms/data structures.

**What Is In It For You?**

Check out our amazing [Culture](http://eastsidegamestudio.com/company/culture/) and [Benefits](http://eastsidegamestudio.com/careers/jobs/benefits/) here!

**What Next?**

If you think this is an exciting opportunity, click on the button below to apply!

[apply here](http://eastsidegames.theresumator.com/apply/BgqqAf/SOFTWARE-ENGINEER-JUNIOR.html)