



Fullstack Engineer

Here at Playco, we make games that bring the world closer together through play.

As a Full Stack Engineer at Playco, you will play a pivotal role in creating a platform to revolutionize the instant games development industry. Our engineers are generally amazing at something and great at everything else. We write scalable backend systems, cross-compilers, JavaScript / TypeScript game APIs and tools, and whatever else it takes. No matter what you work on each day, you will work with the best engineers in the world; we have top talent in every part of our stack.

The Role

- Be responsible for designing, developing and deploying major game features
- Own game feature areas from end-to-end
- Be the champion for the user!
- Insist on the highest standards and create functional and engaging features that will delight our users
- Be part of a tight game development team looking to iterate fast on a fun concept and then building it out
- Have real input on end-user product
- Be a key member of a high performing software engineering team
- Collaborate with design, engineering and production teams to devise optimal engineering solutions to game requirements
- Hands on architect and coder for sophisticated client/server systems for mobile gaming
- Innovate and iterate on process, systems and technology to deliver world-class social games
- Be a leader; Identify and articulate technical and production risks and obstacles, as well as generate solutions!

Desired Skills

- Bachelor's degree in Computer Science or related field, or equivalent experience.
- 3+ years of professional software engineering experience.
- Experience writing clean, testable, high-quality code and designing highly scalable systems in production.
- Capable of JavaScript + HTML5 to create custom, interactive, user experiences that are enjoyable on all HTML5 browsers.
- Proficient at using script debuggers like Chrome Debugger.
- Solid familiarity with deployment on cloud environments (AWS, GCP, Azure, etc.).
- Strong Computer Science fundamentals in object-oriented design, algorithms, and data structures.



- Advanced software engineering skills, including the ability to write maintainable and robust code in a popular object oriented language.
- Solid familiarity with analytics and A/B testing in mobile games.
- Familiarity with git, svn or other VCS.
- Self starter, analytical and creative.
- Strong team player with a positive attitude.
- Good communication skills and the ability to work effectively on shared projects with designers, artists, testers, product managers and other developers.

Bonus

- Expert knowledge of NodeJS and ES6 / TypeScript.
- DevOps experience -- setting up CI/CD environments, orchestrating deployments, creating monitoring dashboards, anything that makes the development process easier, more enjoyable and more accountable.
- Experience in game development and shipped titles.