Game Developer/Technical Architect - Unreal/Unity/Lumberyard

Company: Frameplay

10 Sept 2020

Location

MelbourneCBD & Inner Suburbs

Salary

$80,000 - $99,999

Work Type

Full Time

Classification

Information & Communication Technology Developers/Programmers

Job Description

About the business

Low Latency Media t/a Frameplay. We build game-changing technologies for games. Work at a flexible start-up and be surrounded by like-minded people. We do not believe in micromanagement, we love all ideas and discussion, we provide very flexible hours.

About the role

Seeking a developer to join our tight-knit team. You'll work across multiple game engines, writing highly optimized code to be packaged and integrated into client titles.

Benefits and perks

Gaming Culture, easy public transport, and good food... Huge growth opportunities and personal development. You'll get a chance to work with challenging projects that have not been done before. Option to work in California from our San Francisco office from time to time.

Required skills and experienceTechnicalSoftware

- Minimum 3 years of demonstrated experience in Unity & Unreal Engine 4. Especially around SDK development
- Experience creating Unreal Engine 4 content plugins
- Experience creating Unity native plugins
- Experience with source control, specifically Git

Programming

- Excellent knowledge of C++, C# and Javascript with strong programming fundamentals and complex problem solving skills
- Knowledge of object-oriented design and patterns
- Multi-threaded programming
- Shader programming

Other

- Profiling and optimizing GC & FPS
- Demonstrated experience using Machine Learning to solve technical problems
- Unit Testing / TDD and version control
- Experience supporting all stages of the development lifecycle
- Experience deploying and testing on Android, iOS, Xbox One and PS4

Non-Technical

- Experience in a AAA game studio and worked on at least one published game
- Experience working in an agile environment
- Good verbal and written communication skills
- Ability to convey technical and complex ideas

Highly desirable skills and experienceTechnical

- Lumberyard Engine or CryEngine
- Automated build and deployment processes
- Experience with any other programming languages
- Houdini experience

Non-Technical

- A passion for game development!