

**Software Engineer**

As a software engineer, you’ll be working in a team of developers on diverse projects. To be successful in this role, programmers must demonstrate their knowledge of critical thinking, and problem solving. Proficiency with C#, C++, Objective-C, or JavaScript is required.

**Duties and Responsibilities**

* Coordinate with the Technical Director on current programming tasks.
* Collaborate with other programmers to design and implement features.
* Quickly produce well-organized, optimized, and documented source code.
* Create and document software tools required by artists or other developers.
* Debug existing source code and polish feature sets.
* Contribute to technical design documentation.
* Work independently when required.
* Continuously learn and improve skills.
* Attention to detail is essential and all tasks must be carried out to the highest standard.

**Requirements:**

* Software development degree or four years of professional experience.
* Proficiency with the C#, C++, Objective-C, or JavaScript programming languages.
* Excellent debugging and problem-solving skills.
* English language fluency.

**Beneficial Skills:**

* Unity or Unreal game engine experience.
* Web development skills (HTML/CSS, JavaScript).

Please send in the resume and portfolio to [**work@streamline-studios.com**](mailto:work@streamline-studios.com) if interested!

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