



## Generalist Engineer

Engineering | Burbank, CA, USA

### Summary:

Tangent Games is looking for a Generalist Engineer for a new Action Adventure game. If you love working in the Unreal engine and have a passion for procedural games, join a team of industry veterans dedicated to making the highest quality games.

### Responsibilities:

- As a generalist, design and implement engineering solutions on demand in many areas of game development such as game mechanics, multiplayer code, navigation, player controls, AI, animation, physics, rendering, localization and UI.
- Collaborate with other engineers to develop various gameplay systems.
- Write well-architected maintainable code with an eye towards re-usability for multiple games.
- Develop and test code, fix bugs, profile and optimize code as directed.
- Identify technical and developmental risks/obstacles and generate solutions to overcome identified risks.
- Willing to refactor your code or others' code when needed or as directed
- Modify Unreal engine code when needed or as directed.
- Document and peer review technical designs and code submissions with other software engineers.
- Work with QA, providing information needed to fully test developed code.
- Keep up to date on state-of-the-art software engineering methods, practices, and technologies.

### Requirements:

- Flexible, proactive, self-starter with a positive attitude (rain or shine)
- Experience in the design and implementation of several game development systems such as AI, player controls, and game mechanics.
- Unreal 4 or 3 development experience.
- C++ proficiency and strong object oriented design skills.
- Follow best practices, development processes, and coding standards.
- Ability to quickly and independently learn and enhance a large established code

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base.

- Experience with memory management, multi-threaded programming, cross-platform development, working on a multiplayer project and a working knowledge of 3D math.
- Ability to prioritize, plan, and organize work
- Bachelor's degree in Computer Science, Math, Engineering or a related area or equivalent industry experience.
- Minimum of 3 years game industry experience with 1 shipped titles especially Console or PC products.
- Must be an effective communicator, both verbally and written
- A passion for making and playing games with an eye for detail and feel for good gameplay.

**Pluses:**

- Practice developing in a Scrum or Agile development environment.

It is Tangent Games' policy to provide equal employment opportunity for all applicants and employees. Tangent Games does not unlawfully discriminate on the basis of race, color, religion, gender, gender identity, marital status, age, disability, veteran status, sexual orientation, national origin, or any other category protected by applicable federal and state law. Tangent Games also makes reasonable accommodations for disabled applicants and employees.

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