Associate UI Engineer-Treyarch

Santa Monica, California, United States Of America | Engineering | R000628

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Job Title:

Associate UI Engineer-Treyarch

Requisition ID:

R000628

Job Description:

Associate UI Engineer

Treyarch employs the world's greatest engineering, design and creative talent to create epic gameplay experiences that are enjoyed by as many video game fans as possible. An Associate Engineer on our Call of Duty UI Engineering team will be actively coding and engineering UI systems and features for various aspects of the game. They will work primarily in C/C++ and Lua to implement features in our engine, and will use and improve our proprietary tools. This is a full-time position for applicants with experience in UI engineering for a console and/or PC game.

What you will be doing:

- Design, write, debug and refine UI systems and underlying architecture
- Implement new UI features to design department's specifications
- Work closely with designers, artists and other members of the development team
- Work with Production team on feature estimates and task tracking to ensure project deliverable goals are met

The skills and experience you will need:

- 2+ years working in UI engineering for a console and/or PC game
- Thorough understanding of UI/UX flow and function design
- A passion for video games and for developing high quality games and tools
- An undergraduate or graduate degree in Computer Science
- Proficient in C/C++
- Competent in a scripting language (Python, Perl, Lua, etc.)
- Solid communication skills for communicating engineering ideas and concerns with engineers as well as employees in other departments

And you will really get our attention if you have:

- Experience working on a video game that has been published
- Experience with rendering systems and/or writing shaders
- Proficiency in C++11 and/or C#
- Scripting experience with Lua
- An understanding of profiling and performance tuning of code

Treyarch is an award-winning video game studio, driven by the desire to create epic gameplay experiences that are enjoyed by as many video game fans as possible. It is an approach that has helped make the studio behind the Call of Duty: Black Ops series an industry-leading developer. Call of Duty®: Black Ops, Call of Duty®: Black Ops II, Call of Duty®: Black Ops III, and the studio's most recent release, Call of Duty®: Black Ops 4, have all gone on to break industry records. Additionally, Treyarch is the birthplace of fan favorite, Call of Duty's Zombies. Treyarch is wholly owned by Activision Publishing, Inc.

To learn more about our studio, please visit us at www.treyarch.com (http://www.treyarch.com), on Facebook at www.facebook.com/treyarch (http://www.facebook.com/treyarch), and @treyarch on Twitter.

#LI-JR1

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We each bring a unique set of experiences from dozens of cultural backgrounds.Our shared values unify ou r direction and decisions, helping us touch the lives of more than a billion people every day.

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Equal Opportunity Employer

Treyarch is an Equal Opportunity Employer. All qualified applicants will receive consideration for employment without regard to race, color, religion, sex, sexual orientation, gender identity, gender expression, national origin, protected veteran status, or any other basis protected by applicable law, and will not be discriminated against on the basis of disability.

Accommodation Request

We are committed to working with and providing reasonable assistance to individuals with physical and mental disabilities. If you are a disabled individual requiring an accommodation to apply for an open position, please email your request to talentacquisition@activision.com (mailto:talentacquisition@activision.com). General employment questions cannot be accepted or processed here. Thank you for your interest.

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