Collaborative, work closely across all disciplines

Work closely with Design and Art teams

- someone who helps people, looks into other disciplines, stays updated with their work

Programming multiple gameplay aspects - broad role - a little generalist gameplay - Travis McIntosh said they all work on everything

CS degree - maybe hinting at fundamental CS knowledge

Heavy emphasis on Math

C & C++ languages - probably meaning low level stuff, raw pointers

Contribute and advance all aspects of game - looking for a collaborator, someone who helps people

**Video -**

Like to see what you have done in your free time - to keep up with trends - personal projects - playing games

If you like to make games and be surrounded by them

Push yourself, make it better, keep making it better

Take risks, not afraid to fail, push boundaries

Not content with mediocrity

Passionate about game you’re making, will to improve it

Encouraged to do the above, participation and ideas and contribution to vision & company encouraged

Will & drive to be the best (company as a whole & individuals)