**Job Title:** Live Team Engineer

**Duration:** 18 Months

**Location:** Redmond Town Center B4

**Job Description**

Greatest Gaming Studio, is looking for an engineer to join our team working on the next big gaming experience. Work on one of the most exciting and creative intellectual properties in the industry and help drive the future of the game.

As an Engineer on the Live team, you will work on all aspects of our game’s user-interface, including everything from player-facing UI to back-end tooling. You will need to work in an existing codebase to create systems to allow our artists and designers to create beautiful, highly-functional and performant UI. The ideal candidate will enjoy finding new ways to leverage existing systems to enable content creators to do more.​

**Responsibilities**

* Drive enhancement and development within our proprietary UI system in the Slipspace engine.
* Work with designers and artists to plan new features and find ways to improve workflows.
* Work with producers to accurately schedule and coordinate cross-team to deliver polished, and comprehensive features

**Minimum Qualifications & Skills**

* Professional software engineering experience in C++ and C#
* Experience working with large and complex codebases
* Strong communication skills, with both technical and non-technical team members

**Pluses**

* Previous game development or tools experience
* Shipped titles or experience supporting a released title
* Experience developing in a multi-player environment
* Familiarity using Lua as an embedded scripting language
* Passion for creating amazing AAA game experiences