**Gameplay Programmer, Slightly Mad Studios**

United Kingdom

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**Gameplay Programmer, Slightly Mad Studios**

At Slightly Mad Studios we understand all about the thrills and spills of interactive gameplay needed for our hugely popular driving games. We love to provide an immersive and visceral experience and for us this is built on dynamic and razor-sharp in-game player feedback. To join this progressive and fun programming team you'll need strong C++ skills and a proven track-record of industry experience is essential.

Applicants should show a good understanding of how gameplay systems are implemented and will get the opportunity to:-

* Take an active part in the game design process working with designers and other development departments
* Turn game designs into technical specifications and implementing resulting code
* Test and refine gameplay features during the development process
* Contribute towards a variety of different code systems related to gameplay and game modes
* Work with other programmers to interface with all project subsystems, including networking and physics

Other responsibilities include:

* Profile and maintain existing game code
* Work with the Technical Director, department leads and programmers to design the game code and contribute to technical design documents
* Assist in preparing milestone builds as required
* Good debugging skills
* Self-motivation
* Excellent communication, time-management & organisational skills