Contract Programmer

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Contact jobs@twopointstudios.com

3 month contract, based in Farnham, November start, competitive rates

About Two Point

Two Point Studios is a small, but beautifully formed, computer game development studio, established in 2016, and based in sunny Farnham. Our team is full of some of the best developers from Bullfrog, Mucky Foot and Lionhead, think: Theme Hospital, Black & White, Startopia, Fable, The Movies… We think what we're working on reflects the heyday of those great companies and games, and hope you will too!

About the job

We are looking for a competent Unity programmer to join the team, to help design and implement features on our upcoming sim management game. Ideally, you'll have a keen interest in AI and gameplay coding, but a breadth of knowledge of different areas will be very helpful. You don't need to be super-experienced, but you do need enough knowledge of Unity and C#, and game development in general, to be quite self-sufficient.

The role is a 3 month contract to help us push towards a 'first publicly playable' version, possibly extending up to 9 months depending on how things are going.

Responsibilities

- Work with artists and designers to take features through design, implementation and testing
- Create elegant, reusable code and tests in Unity and C#
- Work in an agile team, taking responsibility for planning and breaking down features into tasks

Requirements

- Working knowledge of Unity and C#
- Bare minimum 3 years' game industry experience
- Solid understanding of coding process, standards and methodologies
- All the typical programming skills: source control, code architecture, debugging, testing, CPU and memory performance awareness
- All the typical soft skills: problem solving, teamwork, communication, organisation, time management, motivation, desire to learn
- Of course, a love for games

Bonus points

- Experience and interest in AI and general gameplay coding
- History of shipped high quality games
- C++ experience
- Broad technical skillset
- 3D graphics knowledge
- Knowledge of automated testing, Unit Testing etc
- Experience with Team City or other CI systems
- Computer Science or other relevant degree