Expectations For Each Job Position

- Chief Scripting Engineer
  - 5+ years of experience in Roblox Scripting
  - Fluent in at least 3 or more programming languages
  - Must be in the Roblox Developer Forum
  - Excellent leadership and collaboration skills
  - High-level understanding of math and logic
- Senior Scripting Developer
  - 3+ years of experience in Roblox Scripting
  - Fluent in 2 or more programming languages
  - Must be in the Roblox Developer Forum
  - Excellent problem-solving skills and collaboration skills
- Junior Scripting Developer
  - 1 year of experience in Roblox Scripting
  - Fluent in one other programming language
  - Excellent problem-solving skills and collaboration skills
- External API Engineer
  - 2+ years of experience in Roblox Scripting
  - Must be fluent in JavaScript
  - Must be in the Roblox Developer Forum
  - Basic understanding of database management and REST APIs
  - Excellent communication skills

- Head Architect
  - 3+ years of Roblox building experience
  - Good leadership skills
  - Solid understanding of modeling techniques
  - Familiar with CAD software
- Senior Map Builder
  - 2+ years of Roblox building experience
  - Good teamwork skills
  - Familiar with CAD software
- Junior Map Builder
  - 1 year of Roblox building experience
  - Good communication skills
- Solid Modeling Specialist
  - 2+ years of Solid Modeling experience with roblox
  - Published at least 1 asset and received > 50% like ratio
- External CAD Meshing Engineer
  - Proficient in an external CAD software (AutoCAD, Blender, etc.)
  - Published at least 1 mesh and received > 50% like ratio

- Lead UI Designer
  - 2+ years of experience with GUI design
  - Familiar with an external photoshop tool
  - Good leadership skills
- Senior UI Designer
  - 2 years of experience with GUI design
  - Familiar with an external photoshop tool
  - Good teamwork skills
- Junior UI Designer
  - One year of experience with GUI design
  - Good artistic skills
- Lighting Engineer
  - Proficiency in Roblox's lighting service and lighting terminology
- Sound Engineer
  - Proficiency in Roblox's Sound service and sound terminology and mixing

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- Script Inspector
  - Proficiency in using debug tools
  - 2+ years of Roblox scripting
- Building Inspector
  - 3+ years of building or modeling experience

- Decal provider
  - Good artistic ability
  - Must be familiar with a photoshop tool
  - Published at least 1 asset and received > 80% like ratio
- Musical Composer
  - Basic understanding of music theory
  - No profane words in the asset
  - Published at least 1 track and received > 60% like ratio