

# Engine Programmer - Core Engine Team

We are a crowdfunded company and have a dedicated and enthusiastic community of backers who are helping us create the “Best Damn Space Sim Ever”. We want to build the best we can deliver and we believe wholeheartedly in the value of exceptional diverse talent.

As an Engine Programmer in the Core Engine Team you will work at the heart of Star Citizen.

The team owns various central systems, like:

- Thread Managers
- Spatial Culling Systems
- Entity Component Scheduler
- Code Build Systems
- Memory Management
- Profiling Infrastructure
- Part of the next generation Renderer

In the role of generalist, you would be tasked with various improvements of those systems to help us to reach the desired quality in terms of performance and memory consumption.

Additionally, based on the need, you could be tasked to analyse code written by other teams and suggest improvements, or sometimes just improve it yourself.

Founded in 2012, Cloud Imperium Games creates cutting-edge videogames that defy expectations. We’re currently developing Star Citizen, a record-breaking multiplayer online space sim, and Squadron 42, a cinematic single-player adventure set in the same universe. Join us as we break boundaries and make videogame history.

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For more information about life at Cloud Imperium Games, check this out – <https://www.youtube.com/watch?v=rH59z29Odf0>

**What does an Engine Programmer Generalist at Cloud Imperium Games do? In short, on daily basis you will:**

- Add requested features to systems owned by the Core Engine Team
- Improve and optimize existing core systems
- Work on bugs related to the Core Engine owned systems

- Work with the Core Engine Team and the Code Engine Architect to find places in the code base to optimize and future improve.

### **What do we expect from our Engine Programmer Generalist?**

- Very good knowledge of C++.
- Very good algorithmic understanding.
- Very good problem-solving skills.
- Good knowledge of low-level constructs, like memory management or multithreading code, with the ability to learn those if in doubt.
- Self-Motivation to push the technology quality of the core systems.
- Solid knowledge of linear algebra.

**Diversity Statement** *CIG is a global company, staunchly committed to cultivating a culture and workplace that celebrates all backgrounds, lifestyles, and perspectives. Together, we are creating a space where authentic recognition, appreciation, and understanding of the importance of diversity is fostered by everyone. As an Equal Opportunity Employer, we strive to build a team that represents all walks of life, and we want every employee to bring all the things that make them unique to the work environment. The universe is as vast and varied as the people in it, and it's our differences that make it special.*

**Fraud Statement** *We are aware of people receiving job offers that fraudulently allege to be from CIG. These types of fraud can be carried out through false websites, fake email addresses claiming to be from our company, or social media. We do not ask for your personal info like bank account numbers, identification numbers, etc through social media or chat-based apps, nor do we request or send money for the purchase of business equipment. If you suspect fraud, please report it to your local authorities, as well as reaching out to us at [info@cloudimperiumgames.com](mailto:info@cloudimperiumgames.com) with any information you may have.*

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