WebGL Game Framework Editor Developer

1. Job Description

We are looking for a talented and skilled ***Web UX/WebGL TypeScript game programmer*** to join our game development team. The role would involve development and maintenance for a web based in-house Game Framework Editor running on top of our internal WebGL game framework. The main responsibilities would be:

• Implement a set of specific features required in visual game development: scene layout editing, animation editor, code reflection & inspectors, resource management.

• Implement a plug-in system which will be used to extend Game Editor feature set.

• Implement and extend commonly used build & deployment scripts.

• Implement robust resource & serialisation management (downloadable assets etc)

• Manage deployment process across multiple platforms (Android, iOS, PC)

• Work closely with software developers and visual artists in a highly interactive, creative environment.

• Work with the project manager to break down high-level goals into tasks and time lines.

2. Desired skills and experience

The person suited for this job would have:

• Few years experience in game industry, ideally other games engine development experience, WebGL & HTML5 development is a must.

• Excellent programming skills in one or more of the following:   
TypeScript, JavaScript/WebGL.

• Experience in developing Web based UI via various libraries (e.g. Webix)

• Experience in network programming (HTTP, specific protocols, REST, JSON).

• Previous iOS, Android game development experience.

• The ability to partner with other Game Developers to build up development framework.

• The ability to work with our artists and game designers to refine our gaming experience.

• A degree or diploma in in Computer Science, or equivalent work experience.