# 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.