# Sr. Software Engineer - Graphics

Redmond, Washington, United States

* Job number: 448925
* Date posted: Jun 11, 2018
* Travel: 0-25%
* Profession: Engineering
* Role type: Individual Contributor
* Employment type: Full-Time

Ready to work on some of the most advanced hardware on the planet? Do you want to solve mind-bending game development problems on a daily basis? The Advanced Technology Group (ATG) provides world-class assistance and support to premiere game developers on Xbox One and Windows PC’s. ATG provides in-depth performance analysis of game engines for both first- and third-party developers. Our work enables game developers around the world to create cutting edge titles for Microsoft platforms. We are seeking a Software Development Engineer with technical expertise in graphics performance optimization, GPU architectures, real-time rendering techniques, and HLSL shaders and texture compression. Game development experience is strongly preferred. You can be a key part of making Microsoft gaming platforms a success.

## Responsibilities

Primary responsibilities include working directly with game developers to understand and address their technical problems, researching and developing samples and white papers that illustrate advanced techniques, and collaborating with the Xbox software teams on new features. Other responsibilities include establishing excellent engineering practices, driving technical issues raised by both Microsoft Game Studios and external game developers with the appropriate teams across Microsoft, working closely with the developer relations group, and speaking at game development conferences.

## Qualifications

* 3+ years related work experience in games
* Thorough knowledge of C and C++
* Experience in one or more of the following: DirectX, GPU performance optimization, HLSL, texture formats and compression
* Experience in development role for games on Xbox One, PC or other consoles
* Past accomplishments in areas of problem solving, presentation skills and effective one-on-one communication are key to success in this role.
* The job entails some travel, typically two or three trips per year entailing ~10% of work time.