GAME DEVELOPER (CLIENT)

Hi passionate developers! We are looking for **Game Developer (Client)** who have strong game programming skills to join us

Responsibilities

- Work with tech team and other teams (Content team, Business Intelligence team, Game Art team) to create ideas and solutions for new game features;
- Fix bugs and improve features, game performance;
- Daily stand-up meeting with the development team and producer team;
- Support developer team about the technology, game logic solutions;
- Collaborate with games development team members to meet the needs of a project
- Build internal in-house frameworks and tools;
- Utilizing and editing scripting language;
- Researching projects;
- Making edits based on feedback.

Requirements

- Have at least 4+ years of experience as a game developer;
- Be proficient with C++/C#/JS
- Have a solid understanding of the Cocos2dx/ Cocos Creator (typescript) / Unity game engine/PixiJs
- Experience in working with network programming/games online is a big plus.
- Experience in developing a complete game project (from ground up to submit store) is a big plus.