## Graduate Unity gameplay programmer

## Southampton, Hampshire

## £25,000/year

We are a small indie studio based in Southampton that are looking to take a new programmer under our wing! We have started a new project under the support of a publisher and are in need of a larger team. Could you be the one?

As a graduate gameplay programmer in an indie studio, you will be working closely with the rest of the team to bring our designers’ game mechanics to life! You will also be responsible for debugging your own code.

Requirements:

* Bachelor’s degree in a relevant field, 2:1 or better.
* Must have developed one complete game, solo or as part of a team.
* Experience in Unity’s 2D engine, with a minimum one year’s worth of experience in C#.
* Team worker with good communication skills.
* Hardworking and punctual attitude.
* A portfolio of your work.

Bonus points for:

* Experience in other programming fields (AI, graphics, tools, etc.).
* Experience in object-oriented design (C++/C#).

What are we expecting in a programming portfolio? A portfolio is a showcase of what you have worked on to prove your skills. For programmers, websites are common, with links to their personal and educational projects, with a list of features for each project detailing what is special about that project that you worked on (such as physics, your own renderer, or a particularly complex and impressive game mechanic).

Art doesn’t matter in a programmer’s portfolio, so we don’t mind if it’s all programmer’s art, primitives or even a command prompt! We just want to see what amazing things YOU can do with code!