

Job Posting:170696 - Position: F25 Junior Programmer Co-op - DigiBC Work Placement 170696B

Co-op Work Term Posted:	2025 - Fall
App Deadline	06/18/2025 11:59 PM
Application Method:	Through Employer Website
Posting Goes Live:	06/13/2025 09:17 AM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Simply Sweet Games
City	Vancouver
Province / State	BC
Country	Canada

JOB POSTING INFORMATION

Placement Term	2025 - Fall
 Job Title 	F25 Junior Programmer Co-op - DigiBC Work Placement 170696B
Position Type	Co-op Position
Job Location	Remote
Country	Canada
Duration	4 months
Work Mode	Fully Remote
Salary Currency	CAD
Salary	0.0 per hour for 32 Major List
Salary Range \$	\$20 - \$25/hour
Job Description	

Job Title: Junior Programmer, Unity

Location: Remote, with preference for candidates in the Vancouver area

Job Type: Full-Time (32hrs per week)

Duration: 420 hours/full work term

Salary: \$20-25CAN/hour, based on experience

Start Date: Aug/Sept 2025

End Date: Dec 2025

About Us:

We are a small yet dynamic Canadian game studio with a collective 40 years of industry expertise, committed to crafting cozy and engaging gaming experiences for casual to mid-core players, with a focus on women, LGBTQ+ individuals, and anyone who enjoys a blend of comfort and challenge. Our studio champions a collaborative and innovative culture where creativity flourishes and team members are empowered to make a substantial impact.

About you:

We're looking for a Junior Unity Programmer to support the development of our flagship word game, Criss Cross Castle. You'll help shape how the game looks and plays-supporting production workflows, developing features, and ensuring a smooth pipeline between art and code.

Position Overview:

In this role, you'll report directly to the Technical Lead and work closely with artists and designers. You will spend much of your time implementing art- and UI-related systems, extending gameplay systems, and fixing bugs. This is a hands-on role suited for someone who enjoys making tools, solving problems, and helping others work more efficiently.

Key Responsibilities:

- Make pretty things move! Implement and optimize 2D art and animations, visual effects, UI components, and gameplay systems in Unity.
- Collaborate across disciplines to prototype, iterate, and polish visual features, gameplay systems, and tools.
- With support of the Technical Lead, architect diverse gameplay systems and backend systems, from planning to implementation and testing.
- Build internal tools and custom scripts to support the art pipeline and streamline Unity workflows.
- Debug and optimize existing code to improve game performance and user experience.
- Participate in code reviews and contribute to the team's best practices.
- Be a legendary team player! Communicate effectively with team members and participate in regular remote meetings.

What We Offer:

- A collaborative and respectful team that values creativity, curiosity, and clarity.
- The opportunity to influence visual pipelines and workflows on a unique 2D title.
- Flexibility in work environment and scheduling.
- Room to grow within a studio that appreciates hybrid talent and interdisciplinary thinking.

How to Apply:

Send your resume, a brief cover letter describing why you like programming games (~150 words), and a link to your portfolio to wpo@digibc.org

Simply Sweet Games is a studio committed to the principles of equity, diversity and inclusion within the gaming industry and we believe in creating games that embody these values on a global scale. If you feel aligned with this, apply today!

This position is part of DigiBC's Work Placement Program (<https://wpp.digibc.org>), which supports post-secondary students by providing experiential learning opportunities in animation, video, games, visual effects, and XR. As a part of this program, participating students will benefit from customized orientation workshops, e-learning resources, mentoring support, and the opportunity to start building their own professional network in the creative technology industry.

This position is open to students who are Canadian Citizens, Permanent Residents, or Protected Person as defined by the Immigration and Refugee Protection Act.

Job Requirements

Qualifications & Requirements:

- Experience working in Unity at a student level or higher, preferably in 2D.
- Solid programming skills in C#, with familiarity in implementing UI, animation systems, or gameplay tools.
- Solid grasp of Unity's 2D systems, animation workflows, and UI architecture.
- Ability to work in a cross functional team setting as well as thoughtful problem-solvingPortfolio and/or GitHub showcasing technical art or Unity development work.
- Familiarity with version control systems.

Bonus Points (nice to have):

- If you have one or two of the following, we'd be extra excited.
- Prior experience as a work placement student in a game studio would be a big plus.
- Experience with AWS.
- Experience shipping titles on mobile or Steam.
- Experience with shader development, custom tooling, or Unity's Scriptable Render Pipeline.
- Interest in expressive UI/UX design, animation systems, or unique visual storytelling techniques.
- Experience with asset management using AssetBundles or Addressables.

- Familiarity with PlasticSCM version control.
- An interest in word games, roguelikes, or RPGs.

Citizenship Requirement Canadian & Permanent Residents & Refugees Only

APPLICATION INFORMATION

Application Procedure Through Employer Website

Cover Letter Required? Yes

Special Application Instructions

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