

Job Posting:171519 - Position: F25 Junior Developer - DigiBC Work Placement 171519B

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| Co-op Work Term Posted: | 2025 - Fall |
| App Deadline | 07/24/2025 11:59 PM |
| Application Method: | Through Employer Website |
| Posting Goes Live: | 07/22/2025 04:06 PM |
| Job Posting Status: | Approved |

ORGANIZATION INFORMATION

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| Organization | Coal Car Studios |
| City | Vancouver |
| Province / State | BC |
| Country | Canada |

JOB POSTING INFORMATION

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| Placement Term | 2025 - Fall |
| Job Title | F25 Junior Developer - DigiBC Work Placement 171519B |
| Position Type | Co-op Position |
| Job Location | Remote |
| Country | Canada |
| Duration | 4 or 8 months |
| Work Mode | Fully Remote |
| Salary Currency | CAD |
| Salary | 0.0 per hour for 40 Major List |
| Salary Range \$ | \$21-26 / hour |
| Job Description | |

Are you a Junior Developer eager to dive into the world of XR game development? The ideal candidate will have a strong understanding of programming fundamentals, be adept at using various development tools, and have a keen interest in the video game industry. You will play a key role in developing our projects, collaborating with our team, and contributing to our innovative XR experiences.

Why Coal Car Studio?

At Coal Car Studio, we're building immersive virtual worlds. We are a game developer, but we do more than just games. We have worked on advertisements, educational training tools, and more. We are always looking for new and exciting ways to explore what is possible.

Our studio culture actually values work-life balance, it's not just something we say to make our team feel warm and fuzzy. We encourage collaboration and invite team members to contribute to game design. We're on the cutting edge of VR and AR, exploring the endless possibilities these technologies offer. If you're looking for a welcoming, innovative space to develop the future of gaming, Coal Car Studio is the place for you.

Coal Car Studio believes in the power of diversity and are dedicated to fostering a positive, inclusive work environment where every voice is heard. We are open to remote working but preference will be given to candidates in the Vancouver area.

Key Responsibilities:

- Development: Design, develop, and implement new features for various XR projects using Unity.
- Optimization: game performance, stability, and user experience.
- Assist in the QA: Identify, analyze, and resolve bugs.

Our Flagship Game: Fruit Golf

Ever dreamt of putting a pineapple down a pirate ship while your friends go full sabotage with sharks and exploding barrels?

Fruit Golf offers a unique and innovative experience for players of all ages, only requiring one headset for the whole party. Where else can you golf a screaming watermelon down a pirate ship while avoiding sharks and Krakens with your friends? Other golfing games exist in VR and have proved that it is a successful genre of games. Much in the same way Mario Kart has a broader appeal than a racing simulation such as Forza, Fruit Golf takes established rules of a familiar sport and simplifies them while maintaining a fun atmosphere.

The award-winning asymmetric multiplayer virtual reality (VR) game Fruit Golf provides a quirky spin on golfing that allows players to be engaged with the game even as spectators. Players take turns putting on the VR headset and playing a round of golf. The players who are not immersed in the headset are still engaged with the game by being able to deploy obstacles to aid or sabotage other players with their connected mobile devices through a companion app on a smartphone or tablet. Our audience will observe how much interactive fun their family members and friends are having and will give an entry point into VR for people that have been previously considering but have not yet made the jump.

<https://youtu.be/pxXvagDTed4>

Join Our Team!

At Coal Car Studio, we're redefining XR gaming, and you could be a part of our exciting journey. If you're passionate about VR and AR, love pushing the boundaries of gaming and want to contribute to a culture of innovation, apply today!

This position is part of DigiBC's Work Placement Pilot 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:

- Education: Currently enrolled in a Bachelor's degree program in Computer Science, Game Development, or a related field, or equivalent work experience.
- Technical Skills: Proficiency in object oriented programming language (e.g., C#), familiarity with version control systems (e.g., Git), and understanding of software development lifecycle, with experience in Unity.
- Problem-Solving: Strong analytical and problem-solving skills with the ability to debug and troubleshoot code.

- Communication: Excellent written and verbal communication skills, with the ability to explain technical concepts clearly.
- Learning Agility: Eagerness to learn new technologies and adapt to evolving development practices.
- Organizational Skills: Strong organizational and time-management skills, with the ability to manage multiple tasks and meet deadlines.

Preferred Qualifications:

- XR Experience: Familiarity with virtual reality (VR), augmented reality (AR), or mixed reality (MR) development.
- Game Development: Experience with game engines (e.g., Unity, Unreal Engine) and game development principles.

Citizenship Requirement Canadian & Permanent Residents & Refugees Only

APPLICATION INFORMATION

Application Procedure Through Employer Website

Cover Letter Required? Optional

Address Cover Letter to Hiring Manager

Special Application Instructions

Please forward your application to wpo@digibc.org.

Please ensure to include a portfolio/Github of your work to support your CV's.