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Software Engineer

Description

Key Responsibilities

- Interface between Designers and Artists to develop features and services and coordinate work with peers.
- Receive and understand completed technical designs.
- Modify small and/or well-defined programming tasks.
- Uses basic data structures and algorithms.
- Track time for assigned tasks.
- Develop/Enhance tools/scripts.
- Collaborate with multiple disciplines to prototype and implement new features.
- Investigate and provide solutions for in-game performance deficits.
- Report to Technical Director and Director of Technology on overall progress and status regularly.
- Write and maintain process documentation aligned with document templates, as necessary
- Attend daily stand-ups, sprint planning and reviews.

Key Requirements

- BA or BS in Computer Science, Software Engineering, Systems Engineering or related fields or equivalent work experience.
- 3+ years of relevant experience, preferably in the technology and/or game industry with multiple published titles.
- Proficiency with C++, OOD, OOP
- Excellent problem solving skills
- Willingness to learn new tools and techniques.
- Ability to test, debug, and extend other Software Engineer's code competently
- Demonstrated knowledge of good software engineering practices and development methodologies
- Thrive in a fast-paced environment and quick to adapt to change.
- Excellent communication skills, both verbally and written.

Exceptional Candidates will have

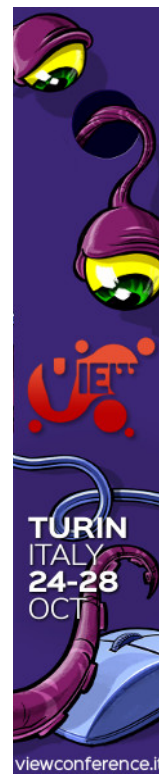
- MS in Computer Science, Software Engineering, Systems Engineering or related fields or equivalent work experience.
- A history of collaborative projects
- The ability to mentor both junior engineers and occasionally peers
- A specialized understanding in game physics, AI, or computer graphics
- A solid understanding of linear algebra

Primary Job Duty: Scripting / Programming, Technical Design / Doc.
Secondary Job Duties: Testing / QA / Debugging

Primary Software: C#

Secondary Software: OOD / OOP

Salary: DOE


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