Cloud Imperium Games
Wilmslow - United Kingdom
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Primary Job Duty: Tools / API
Secondary Job Duties: Scripting / Programming
Other Job Duties: Math / Physics / Algorithms

Primary Software: CryEngine
Secondary Software: MFC, C#
Other Software: 3D Studio Max, MAYA, Windows, MVVM

Salary: DOE
Relocation: Yes

Tools Programmer - UK

Description

Foundry 42 LTD is looking for a Tools Programmer to work on our exciting PC space combat sim, Star Citizen!
The Tools Programmer will work in a co-operative, cross-disciplinary team environment to develop and maintain tools used by designers, artists and other developers throughout Cloud Imperium's whole production pipeline.

Responsibilities

* Design, create, document, maintain, and improve content development tools for all disciplines
* Work closely with artists, engineers and developers on various tools to improve the overall pipeline.
* Work to continuously improve the user experience and performance of our in house tools.

Requirements

* Excellent C++ programming skills.
* Experience with C#.
* A strong desire to maintain and create a usable, efficient toolset for the team.
* A passion for making and playing games.
* Work well in a co-operative team environment.
* Excellent problem solving and code optimization skills.

Bonus points can include

* Experience with 3DS Max and/or Maya plugin development.
* Knowledge of WPF and MVVM architecture.
* Python experience.
* CryEngine development experience
* Online game and/or MMO development experience
* One or more shipped products, especially PC products
* Experience with other UI and frameworks (Qt, MFC).

Location:
Wilmslow, Cheshire, UK

Application:
Please click the link to apply

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