Employers Start Here »

Monolith Productions
Kirkland, Washington - United States
View all jobs at this company »

Apply

Software Engineer (Temp)

Description

Primary Job Duty: UI / Front End / HUD, Scripting / Programming

Primary Software: JavaScript

Salary: DOE

SUMMARY OF POSITION:

As a member of our studio's Game Engineering team you will work closely with engineers, designers and artists to develop game-play for our next triple-A title. This role has an initial focus on supporting connected services and platform specific metadata, systems, and packages. Additionally, your domain has the potential to span as much of the codebase as your skills and interests dictate, as you design and implement extensions to existing systems and pivotal new game systems to meet the needs of our talented in-house team of content developers.

In addition, as part of our studio's highly collaborative engineering group, you will have ample opportunity to share your experience and expertise on the development of both game specific and general engineering systems across the entire codebase.

This job will require collaboration with the rest of our engineering team on issues of technical design. You will also work closely with other engineers and content development experts on implementing and refining systems to meet our designers' vision. The Gameplay Engineer will also work with their team's production staff to help develop realistic schedules and identify all dependencies.

Job Responsibilities:

Design, author, maintain and refactor game systems that meet all design, technical and schedule requirements

Work closely with QA and your technical leadership to ensure the stability and accuracy of game systems by identifying, communicating and resolving defects

Author, review and provide feedback on technical and end-user documentation of game systems

Collaborate with technical leadership and other engineers to help establish overall technical design and architecture

Collaborate with designers and content creators to brainstorm solutions that satisfy design and content requirements

Work closely with the production staff in building and maintaining realistic schedules and identifying dependencies

Coordinate with QA and leads to ensure successful roll out of new features to the team and establish testing and maintenance of systems

Work Experience

Job Requirements:

3+ years professional C/C++ programming.

1+ years professional Javascript programming

Experience implementing systems in a client/server environment

Familiarity with RESTful web services

Ability to communicate and coordinate with multiple external partners to implement features and diagnose problems

Experience developing complex game-play systems for a published game.

Designed and implemented major game systems for a published game (preferred)

Experience developing for Xbox One and/or PS4 (preferred)

Worked on multi-year, large-scale production game title (preferred)

Experience with the release process including working on systems related to localization, certification and asset management. (preferred)

Education, Professional Training, Technical Training or Certification

B.S. degree in Computer Science or equivalent

Knowledge/Skills

Ability to collaborate with engineers and content creators to develop robust and fun game-play

Ability to easily communicate technical topics with both engineers and non-technical

people alike

Ability to openly discuss and review technical proposals, requirements, designs, algorithms, source code, and reference documents with engineers, content creators and managers

Microsoft Visual C++ development environment.

Other Requirements

Creative, focused, results-oriented, self-motivated, resourceful problem-solver with excellent debugging skills

Ability to work well in a team development environment with strong communication skills

Strong desire to build industry-leading game systems and ship the highest quality games

The Warner Bros. Entertainment Group of Companies is an equal opportunity employer and considers all candidates for employment regardless of race, color, religion, sex, national origin, citizenship, age, disability, marital status, military or veteran's status (including protected veterans, as may be required by federal law), sexual orientation or any other category protected by law.

Apply

About Us   Contact Us   Terms of Use   Privacy Policy

        12/18/2016 11:38 AM