

JOB DESCRIPTION

Experienced Gameplay Programmer

General Details

Last Updated: April, 2011

Location: Halifax

Manager: Lead Programmer

Job Description

As an experienced gameplay programmer, you will be responsible for developing and maintaining high quality game systems. You will collaborate with programmers and designers to develop game features and functionality.

Responsibilities

- Develop, document, test and maintain highly accessible game systems and features in collaboration with other programmers and designers
 - Implement gameplay related functionality including controls, AI, NPC behaviours, camera movement and game mechanics
 - Work with team members to iterate and refine gameplay systems
 - Develop and optimize cutting edge game code on PC and next-generation consoles
 - Design and implement efficient and maintainable code (primarily in C++ although C, C# or assembly language may be required)
 - Troubleshoot gameplay related issues.
 - Proactively and methodically improve quality and efficiency.
 - Continuously strive to deliver a highly entertaining interactive experience.
 - Plan your schedule effectively using SCRUM/AGILE methodology
 - Support the team in fostering and improving software development processes
 - Mentor team members when required
 - Contribute innovative and original ideas toward all aspects of the game's production and development
-

Requirements

- Passion and aptitude for game systems development
- Applied knowledge of AI, scripting and gameplay systems
- Proficiency in developing game mechanics

- Experience of interfacing with graphics, physics, animation, audio, and online systems, with more in-depth knowledge of at least one of these areas.
- Excellent understanding of performance sensitive programming (algorithmic and low level optimizations)
- Experience in multithreading
- Proficiency in Math/3D Algebra
- Strong object-oriented design skills and proficiency in C++ programming and debugging
- Objective profiling, analysis and optimization skills
- Passion for creating and implementing good solutions, not just writing code
- Knowledge of software engineering practices
- Good team player
- Good written and oral communication skills

The ideal candidate will have experience in most of the following areas:

- Experience creating complex game systems
- Good knowledge of game programming on at least one of the current consoles (PS3/Xbox 360)
- (LUA) Script integration and application
- Large scale production pipelines
- Experience in the games industry
- Experience in cross-platform development
- Experience with online/network gameplay systems
- Experience with XML use
- Credit on a shipped AAA game

Experience and Educational Requirements:

- 3 years or more in game or software development, ideally in a similar role
- ideally 2 years or more in gameplay programming
- At least one shipped game console title (Xbox 360/PS3)
- BSc in CS, SE or equivalent
- (Plus) Experience with game engines and middleware (example: Unreal, Gamebryo, Havok)
- (Plus) Familiarity with build pipelines
- (Plus) Experience mentoring other engineers

Social advantages and work conditions

- Competitive salary scale
 - Comprehensive benefit plan including family coverage for medical, dental and optometric care
 - 100% Stress free relocation packages. (Let us worry about it all)
-

Working in Halifax

Halifax has an exceptional quality of living at an affordable cost. Located right downtown and minutes away from the harbor and its sights, Longtail Studios is right in the heart of Halifax.

Tons of nightlife surrounds the Studio and you'll never have to go far to find great time with great people. A few blocks down and you'll be at the historic harbor front where you can see all types of ships and vessels, from military, to yachts to cruise ships as well as more amazing shops and restaurants - and talk about great seafood!

Halifax is an awesome little city that thinks big. It has everything you want in a larger city but all the local flavor of a smaller one. So, are you dropping by soon?

Take the chance and apply for the job today!

To apply, please submit the following directly to: seniorjobs@longtailstudios.com

- Cover letter
- Current CV / Resume
- Please reference the job title Gameplay programmer - HALIFAX in the subject line of your email.