

## **JOB DESCRIPTION**

### **Lead Programmer**

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#### **General Details**

**Last Updated:** January, 2012

**Location:** Halifax

**Manager:** Technical Director

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#### **Job Description**

As lead programmer, you will lead the programming team to develop high quality game systems and tools. You will collaborate with programmers and other dept. leads to create and develop game features and functionality.

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#### **Responsibilities**

- Manage programming team
  - Assist with planning, delegation, team organisation and management
  - Mentor team members when required
  - Develop, document, test and maintain highly accessible game systems and features in collaboration with other programmers and designers
  - Collaborate with leads and team members to develop, 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)
  - Implement gameplay related functionality including controls, AI, NPC behaviours, camera movement and game mechanics
  - 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
  - Lead the team in fostering and improving software development processes
  - Contribute innovative and original ideas toward all aspects of the game's production and development
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## Requirements

- Highly proficient in creating and 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)
- Applied knowledge of AI, scripting and gameplay systems
- Proficiency in Math/3D Algebra
- Strong object-oriented design skills and proficiency in C++ programming and debugging
- Experience in multithreading/multiprocessor environment
- Objective profiling, analysis and optimization skills
- Passion for creating and implementing good solutions, not just writing code
- Passion and aptitude for game systems development
- Knowledge of software engineering practices
- Team player
- Excellent written and oral communication skills
- Ability to work efficiently and diplomatically under pressure
- Experience mentoring other programmers

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

- Previous lead experience
- Experience creating complex game systems
- Excellent knowledge of game programming on at least one of the current consoles (PS3/Xbox 360)
- Script language integration and application e.g. LUA, AngelScript
- Large scale production pipelines
- Experience in cross-platform development
- Experience in cross-studio development
- Experience with online/network gameplay systems
- Credit on a shipped AAA game

### **Experience and Educational Requirements:**

- 4+ years in game development, ideally in a similar role
- 3+ years in game programming
- At least one shipped game console title (Xbox 360/PS3)
- Worked on console titles in a lead role for a complete development cycle or worked on at least two console titles in a senior role for a complete development cycle.
- Experience with game engines and middleware (example: Unreal, Gamebryo, Havok)
- BSc in CS, SE or equivalent

- (Plus) Familiarity with build pipelines
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**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)
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## **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!

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To apply, please submit the following directly to: [seniorjobs@longtailstudios.com](mailto:seniorjobs@longtailstudios.com)

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