

# Vacancy: Software Engineer - Junior Gameplay Programmer

## Role Description

### Date

15<sup>th</sup> September 2017

### Job Description

Virtual Arts Ltd is a virtual reality and augmented reality studio focused on games and experiences for mobile. We are developing our technology from scratch and we are hiring experienced and junior programmers that can cover different areas of software development.

This role is for a Junior Gameplay Programmer who wishes to be part of a dynamic team of Senior and Junior Programmers. You will contribute within the team to achieve high visual quality, performance and reliability.

### What you will be doing:

- Implement game, graphics and other features
- Programming support on internal projects (C# and C++)
- Contribute to gameplay design
- Design and create prototypes for games and experiences
- Help develop internal tools and tech
- Developing new technologies for virtual reality and augmented reality (engine, tools, libraries).
- Research new technologies and push the limits of the hardware and Virtual Reality techniques.
- Learn about techniques and technologies and implement them in an efficient way.
- Performance analysis and optimizations (both on PC and mobile).
- Contribute to our regular planning and roadmap.
- Work closely with a team of professional artists that produce content for our games, experiences and demos.
- Test internal code and products
- Support marketing efforts (e.g. social media and blogs)

We have also open positions for 3D and VR graphics experts.

### Skills & Requirements

- Ideally 1 year or more experience in the industry
- Experience with C/C++ and other languages like C# or Java
- Knowledge about high performance software
- Team oriented with a hands-on approach
- Code optimization/runtime analysis (on mobile devices is a plus)

We promote learning and expansion, depending on desire and ability you might be asked to contribute in the following areas:

- Rendering APIs like OpenGL, DirectX, Vulkan, Metal
- Multithreading and parallelism
- High performance networking
- SIMD
- Android native development
- Game development

## Location

We are headquartered in Cambridge (UK) but will consider remote working for the right candidate.

If working remotely, candidates must be prepared to travel to Cambridge approximately twice per month for the first 6 months.

Overseas candidates will also be considered.

## Remuneration

Competitive salary, benefits package and equity.