

# Vacancy: Software Engineer - Junior Tools 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 Tools Programmer who wishes to be a part of a dynamic team of Senior and Junior Programmers. You will help achieve quality, performance and reliability.

### What you will be doing:

- Implement tasks to specification defined by the Lead Tools Programmers.
- Work within the Tools team on areas such as asset pipeline, automated systems and/or standalone user-interfaces
- Analyzing and fixing common problems in a graphics engine such as load times, memory usage, and performance problems
- Write debugging tools for programmers, level designers and artists
- Maintaining and fixing bugs in the toolchain
- Performance analysis and optimizations (both on PC and mobile).
- 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)
- More.

We have also open positions for 3D and VR graphics experts as well as a Senior Tools Programmer.

### Skills & Requirements

- Knowledge of and ideally experience developing debugging tools
- Experience with at least one scripting language (e.g. Python, Ruby)
- Experience with C/C++ and other languages like C# or Java
- Team oriented with a hands-on approach
- Familiar with optimization principles

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

- Basic knowledge of engine or middleware and associated pipeline
- Knowledge of engine editors and their functionality
- Knowledge of memory and performance profilers
- .Net, ASP.Net and WCF skills
- User Interfaces developed with WPF
- QT, WinForms and/or Slate
- 3dsmax SDK and MaxScript
- Maya
- 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.