



Graphics Engine Programmer

At Velan Studios we are prototyping exciting new game experiences, with placeholder artwork. Join our team and help us figure out what our first game should look like. We are looking for experienced graphics programmers to collaborate closely with our artists to create a colorful and bright future.

Some things you might find yourself doing in this role:

- Working with artists to translate concept to something running in engine using your knowledge of state-of-the-art rendering techniques.
- Building tools so that artists can be more productive.
- Tuning shader code to squeeze as many triangles, textures, and render passes as you can into about 16 milliseconds.

Qualifications:

- Fluent in C, C++, HLSL, and GLSL.
- Graphics programming experience on modern console and/or mobile hardware.
- Knowledge of state-of-the-art rendering techniques.
- Experience doing GPU performance optimization.
- Loves teaching graphics programming to artists, and loves learning about art from artists.
- Unconventional thinker with an aversion to unwarranted complexity.
- Desire to be an active member of regional technology and game development community.

Nice-to-haves:

- Working understanding of Unreal Engine 4.
- Comfortable doing basic tasks in Maya and other popular art software.
- Degree in computer science or equivalent study in related field.

To apply for this position, send your send resume and cover letter to jobs@velanstudios.com. Be sure to reference the position you're applying for in the subject line.