



Core Engine Programmer

Velan Studios is building the game engine and toolchain to power its future. Our ideal candidate has a deep understanding of at least one area of game engine design, a broad understanding of game engine and tools architecture, and has shipped multiple titles.

Some things you might find yourself doing in this role:

- Owning large systems; technical design, implementation, testing, review and iteration.
- Performing miracles; working with other team members to get some ridiculous gameplay running smoothly and beautifully on target.

Qualifications:

- Fluent in C and C++.
- Have shipped multiple, significant applications, preferably games, in a programming role.
- Excited to work on all areas of engine and tools, and direct experience in many.
- Deep knowledge of at least one area of game technology and able to speak clearly about it.
- Unconventional thinker with an aversion to unwarranted complexity.
- Loves helping team members be more creative and efficient.
- Wants to be an active member of regional technology and game development community.

Nice-to-haves:

- Working understanding of Unreal Engine 4, and for double bonus, other big name engines.
- Thinks critically about UX for engine tools.
- Knowledge of assembly and SIMD.
- Experience with data-oriented, multi-core-friendly design.
- 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.