



## Hardware Prototyper

Know your way around a laser cutter, an Arduino board, and code? Velan Studios, an independent game developer, is looking for hackers, makers, and engineers with truly “full stack” experience to create **magic** through a mix of hardware and software.

Some things you might find yourself doing in this role:

- Working in a maker space, producing 3D objects.
- Creating software that interfaces with hardware.
- Coordinating with colleagues in academia and industry.
- Iterating, iterating, iterating.

Qualifications:

- Produced work requiring fabrication expertise; laser cutters, 3D printers, etc.
- Produced work requiring control/sensor expertise; Arduino, etc.
- Produced significant software projects.
- Comfortable working alone or on a small team. Able to lead a small team if needed.
- Can communicate technical ideas clearly and concisely, in writing and verbally.
- Thinks critically, and unconventionally, about games/game design.
- Wants to be an active member of regional technology and game development community.

Nice-to-haves:

- Has shipped video games.
- Has experience in the academic research community.

To apply for this position, send your send resume and cover letter to [jobs@velanstudios.com](mailto:jobs@velanstudios.com). Be sure to reference the position you’re applying for in the subject line.