



## Gameplay Programmer

Programmers at Velan Studios are responsible for creating and maintaining the code that supports our products (both player-facing and developer-facing systems). Gameplay programmers focus on player-facing systems; examples may include, but are not limited to: code and/or scripting prototype game mechanics, modifying the level editor to support a new game mechanic, implementing game systems to an optimized, debugged, shippable state.

### Responsibilities

Although all programmers at the studio share the responsibilities listed below, as a programmer becomes more experienced – generally and within our studio specifically – our expectations increase. For example: we expect all programmers to be able to create a plan for their immediate tasks, but we expect veteran programmers to create and maintain long term plans for larger, possibly interdisciplinary, groups. In general, we expect programmers to be continually working to improve their capabilities, gradually increasing the scope and complexity of their responsibilities.

- Work thoughtfully, with a focus on growing scalable systems that are easily changed.
  - Plan your work.
  - Test your work.
  - Document your work.
  - Talk often with people that may be using your code now or in the future.
- Take ownership.
  - Implement and maintain systems within the studio's Viper technology.
  - Extend core systems within external engine technology.
  - Evaluate and integrate middleware technology.
  - Identify and mitigate technical risk.
- Make others better.
  - Be a role model.
  - Provide helpful feedback and exposure to new ideas.
  - Improve programming practice at the studio.
  - Be an active contributor in technology and game development communities.

### Qualifications

- Undergraduate or graduate degree in computer science, or comparable experience.
- Strong proficiency in both C/C++ programming languages.
- Knowledge and technical proficiency at least one other programming/scripting language.
- Working understanding of other common game development tools (3DS Max, Maya).
- Has built multiple, significant creative experiences, including at least one video game.
- Thinks critically, and unconventionally, about games/game design.
- Evidence of deep curiosity and self-motivated exploration by way of substantial personal projects.

To apply for this position, send your send resume to [jobs@velanstudios.com](mailto:jobs@velanstudios.com).

Be sure to reference the position you're applying for in the subject line.