



Hardware Connectivity Programmer

We are Velan Studios, an independent game developer with a passion for the unconventional, and we are looking for great programmers with a passion for the spaces where hardware meets software.

Some things you might do in this role:

- Help prototype new hardware ideas.
- Write software that interacts directly with hardware components such as cameras and IMUs.
- Create protocols to efficiently transmit data across a network.
- Expose hardware data to a larger codebase through a series of APIs.

We have two requirements:

1. We use C (our preference) and C++ (if we must), to create games and related things. You must be very comfortable in C and C++, and have produced at least one major project using C/C++.
2. You should have experience programming hardware projects and prototypes in an embedded computer (e.g. raspberry pi) and/or microcontroller (e.g. Arduino) environment. You should be confident that you can take a firmware project from prototype to ship.

We value a diverse programming team. Candidates need not have prior game development experience or a computer science degree. We will consider veteran programmers, new graduates, and those in school (via internships).

While many of our programmers have areas of expertise, we do not hire programmers so that they may work exclusively in one specialized area. Programmers should own areas of our technology, but have the flexibility to work across the codebase.

Future members of the programming team need to be ready to embrace our studio values including:

- World class through unconventional thinking.
- Respect for players and colleagues. Ready for the responsibility that comes from that respect.
- Regional technology and game development community engagement.

If you think Velan Studios might be a fit for you, please apply:

- Email jobs@velanstudios.com with a resume and cover letter. Put “Hardware Connectivity Programmer” in the subject line.
- In your cover letter, please share one thing you are passionate about – it can be completely unrelated to programming and games – and what personal or professional output has come from this interest.