Engine programmer - (March of Giants)

Montreal - Full-time - 744000145307900

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Main Responsibilities

- Program in a clear and structured manner that meets performance, maintenance, modularity, scalability and compatibility requirements.
- Is thorough and rigorous in the code structure.
- Develop, refactor and optimize core systems focusing on the long-term.
- Compile and understand the project purpose, identify development needs, and assess technical feasibility.
- Analyze the engine's existing functions and see if they're in line with the purpose.
- Build and improve the modules that the engine needs.
- Recommend improvements by designing and implementing new systems, as needed.
- Propose innovative changes, drawing inspiration from other games or engines in the industry.
- Maintain performance and optimize systems.
- Support the features and systems designed for production.
- Document work performed to transfer knowledge and help users (other teams) understand how the new systems and features work.
- Perform all other related duties.

Education:

- Degree in computer science, software engineering or equivalent training.

Relevant experience:

- At least 5 years of experience in software programming, ideally in the video game industry or any other relevant experience.

Skills and Knowledge:

- Excellent understanding of the technical specifications and architecture of different engine systems.
- Excellent analytical and synthesis skills
- Can solve complex problems.
- Autonomy and resourcefulness.
- Detail-oriented.
- A keen interest in various hardware architecture.