



Senior Game Development Engineer

We are looking for a specialized Game developer to turn a game idea into code on a fast-moving environment. You will be involved in various aspects of the game's creation from concept to finished. Product programming, but also game and level design production.

Job Location: Pinheiros, São Paulo - Brazil

Job Responsibilities:

- Producing prototypes quickly of gameplay ideas and features
- Translate requirements into clean and efficient code
- Level design, in charge of producing prototypes of gameplay ideas and features
- Develop schedules and determine milestones
- Contribute to the game design, visual arts and audio features of the game
- Detect, identify and solve technical specifications
- Polish the game, maintain code, fix bugs and iron out occurring problems

Requirements:

- Significant experience in game engines such as Unity or Godot.
- Working experience in full lifecycle game development.
- Hands on experience primarily with Python or GDScript.
- Hands on experience on at least one of: C++, Objective-C or Java
- Hands on experience on at least one native mobile platform: Android or iOS
- High level knowledge of APIs and libraries.
- Ability to work in a fast-paced startup environment.
- BS degree in Computer Science or Games Technology or Similar.
- Expert in one or more programming specialties.
- Up-to-date with the latest gaming trends, techniques, best practices and technologies.

Desired Requirements:

- MS degree in Computer Science or Games Technology or Similar.
- English (language, advanced)

We offer:

- Attractive salary.
- Supermarket Ticket.
- Meal Ticket.
- Health care.
- Dental care.
- Transportation vouchers.
- Life insurance.
- Childcare assistance.
- Educational incentive.
- Happy hour.
- Developer Networking.
- Very close to the subway station Fradique Coutinho.
- Relaxed atmosphere

** benefits without employee discount.*

You can send your resume to careers@javary.co