Senior Engineer - C++

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Company: Tantalus Media Pty

Location: Australia

Category: other-general

Keywords Studios is one of the largest go-to technical and creative services providers to the global video games industry. We provide integrated art production, engineering, audio services, testing, localization, and player support services for PC, Playstation, Nintendo, Xbox video games. How big are we? 17,000 employees. 80+ Studios. 20+ Countries. EUR$650M+ Revenue. Best of all, we continue to grow in a sustainable way.Keywords Studios Australia, consists of Wicked Workshop (Vic), Tantalus Media (SA, Qld, Vic), and Mighty Games. In 2023 we added over 70 new, talented individuals surpassing 250 employees in Australia. We're anticipating similar growth for 2024. Whilst we're backed by a highly successful parent company, we still enjoy the intimacy and independent studio feels. If you're a passionate, collaborative, can-do, delivery focused individual, we'd love to hear from you.Tantalus South is located in Adelaide and employs some of the best talent in video games South Australia has to offer. Some would even say in Australia. With over twenty staff members, 2024 will see us continue to add to this high achieving, quality driven, fun loving team.Experienced professionals with prior experience in shipping AAA games across Console, PC, or Nintendo, we're keen to speak with you.Tantalus has developed over sixty games in its long history for the world's leading videogame publishers including Microsoft, Paradox, Nintendo, Sega, Ubisoft, Sony, Electronic Arts, D3, Warner Bros, THQ and Activision.Job DescriptionWe're looking for several experienced Senior Game Programmers who have previously shipped AAA Games.We work on a range of projects from ports, expansion packs, levels, and game features.Key responsibilities:Working closely with producers, game designers and artists to implement game features using C++Testing, debugging, refining,

optimising and maintaining game functionality on console and PC platforms.Staying up to date with new technologies and architecturesFollowing Keywords Studios standards and best practicesAssisting and mentoring other programmers in your areas of expertiseSkills, AbilitiesExcellent programming skills in C++ with seven years or more experienceExcellent problem-solving skillsStrong skills in at least one game related discipline (e.g., 3D Maths, AI, Physics, UI, etc.)Ability to write clear, maintainable codeDemonstrated ability to create and deliver to deadlinesAbility to work as part of a teamExcellent written and verbal communication skillsGood interpersonal skills and pleasant personalityAbility to ramp up quickly with unfamiliar code bases or technical skills.A genuine enthusiasm and passion for the games industryPlease note, we are currently only able to consider Australian Citizens, Permanent Residents, and relevant unrestricted work visa holders. We do not currently offer sponsorship and relocation.QualificationsRelevant engineering, software or gaming related degreeAdditional InformationIf you'd like to know more about Keywords Studios we recommend visiting our corporate site HERE Our recruitment process typically consists of an initial review of your application and if suitable followed with a Teams or Phone interview. For those selected to progress further it may include an online assessment, and two interviews which can be conducted onsite or remote.All applications will be responded to within five to ten business days where possible. For those who make it to interview stage, feedback will also be provided.As part of our ongoing efforts to improve our candidate experience, we do randomly select individuals to participate in a very short, anonymous, survey. Your feedback is important to us and we appreciate your time providing this.Should you wish to discuss Keywords Studios and our opportunities prior to making an application please feel free to call our Head of Talent Acquisition, Stan Rolfe on +61 416 048 976. Leave a message and he'll return your call as soon as possible. Please note Stan is based in Perth, Western Australia. #J-18808-Ljbffr

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