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Cloud Imperium Games

Wilmslow - United Kingdom
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Graphics/VFX Programmer - UK

Description

As a Graphics/VFX programmer you'll help push the cutting edge visuals of game even further by implementing the very latest rendering technology and visual effects. You'll be working closely with other members of our multi-disciplinary team across multiple studios to ensure we identify and deliver the very best and most suitable solutions to bring the game universe to life at the highest possible performance across a range of hardware.

Responsibilities

- Design and implement well-engineered, efficient, reliable, maintainable, and bug-free code.
- Collaborate with team members to develop various rendering, visual effects and core-engine systems.
- Develop and test code, fix bugs, and profile and optimize code as directed.
- Follow best practices, development processes, and coding standards.
- Document and peer review technical designs with other software engineers.
- Work with QA, providing information needed to fully test developed code.
- Provide support to internal customers for developed software.
- Keep up to date on state-of-the-art rendering and software engineering methods, practices, and technologies.
- Communicate with other team members, internal customers, and when required external customers to determine requirements.
- Work well together with other team members in a cooperative, cross-disciplinary team environment.
- Identify technical and developmental risks/obstacles and generate solutions to overcome identified risks.
- Possess and develop areas of engineering expertise
- Mentor other engineers as needed to increase their abilities and productivity

Requirements

- Strong C++ and multi-threaded programming skills
- Experience working on a large rendering code-base (e.g. AAA game or equivalent) where you planned and delivered fully finished features
- Expert in 3D rendering, 3D math, and optimization of the complete rendering pipeline
- Experience with DirectX, and optionally OpenGL
- Experience creating and optimizing shaders in HLSL
- Up to date knowledge of the latest rendering techniques such as PBR & Compute
- A passion for making and playing games
- Work well in a co-operative team environment
- Strong mentoring skills to train junior members of the team
- Ability to pro-actively identify and address problems

Bonus points can include

- CryEngine development experience
- Renderer development using OpenGL & GLSL
- Online game and/or MMO development experience
- Space combat sim development experience
- One or more shipped products, especially PC products
- Fluency in Assembly and SIMD programming
- Experience debugging or optimising C++ and HLSL code by examining assembly
- OpenGL, CUDA, and/or Direct Compute experience
- Mentoring or management experience

Primary Job Duty: Scripting / Programming

Secondary Job Duties: 3D Graphics / Rendering, Math / Physics / Algorithms

Other Job Duties: Testing / QA / Debugging, GAME ENGINE

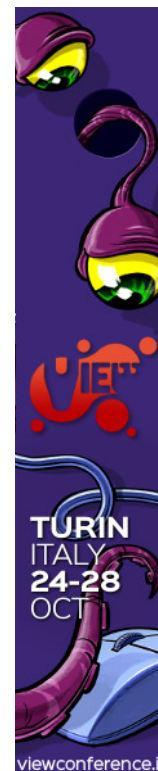
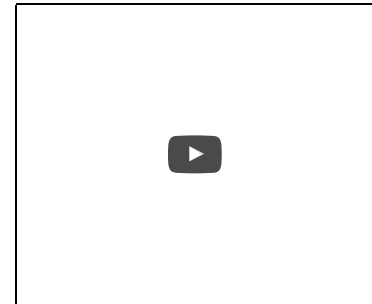
Primary Software: DirectX

Secondary Software: OpenGL, HLSL

Other Software: CryEngine, Windows

Salary: DOE

Relocation: Yes


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