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NetherRealm Studios

Chicago, Illinois - United States
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Primary Job Duty: Scripting / Programming, Tools / API

Primary Software: Unreal

Salary: DOE

Associate Software Engineer (Junior)

Description

SUMMARY OF POSITION

NetherRealm Studios, a division of WB Games Inc. seeks a Associate Software Engineer - Junior to work closely with the award-winning technology team behind the Mortal Kombat and Injustice franchises building cutting-edge technology and powering the development of NetherRealm's next generation of console games. As a member of our studio's KoreTech team you will work closely to develop state-of-the-art tools technology. As part of our studio's highly collaborative engineering group, you will have ample opportunity to share your experience and expertise on the development of both tools specific and general engineering systems. Opportunities for involvement in the creative process will also present themselves regularly throughout the course of each project.

*This position is temporary, lasting 9 months.

JOB RESPONSIBILITIES

- Design, author, maintain and refactor code that meet all design, technical and schedule requirements.
- Collaborate with Principle Engineers, Leads, and other engineers to complete feature requests and fix bugs.
- Author, review and provide feedback on technical and end-user documentation of new tools and features.
- Collaborate with technical leadership and other engineers to help establish overall technical design and architecture.
- Work closely with the production staff in building and maintaining realistic schedules and identifying dependencies.

JOB REQUIREMENTS

- Working knowledge of C++.
- Highly motivated to build easy to use, robust tools.
- Ability to collaborate with engineers and content creators to develop robust, maintainable, cutting-edge tools technology.
- Creative, focused, results-oriented, self-motivated, resourceful problem-solver with excellent debugging and strong communications skills.
- Ability to thrive in a team development environment.
- Experience working with the Unreal Engine/Editor (preferred).
- Experience developing engine tools for 3D games for a console (preferred).
- Experience working with artists and collecting requirements (preferred).
- Familiarity with the workings of 3D design tools (level editors, modeling tools, etc) (preferred).
- Working knowledge of 3D math (preferred).

The Warner Bros. Entertainment Group of Companies is an equal opportunity employer and considers all candidates for employment regardless of race, color, religion, sex, national origin, citizenship, age, disability, marital status, military or veteran's status (including protected veterans, as may be required by federal law), sexual orientation or

any other category protected by law.

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