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Sledgehammer Games

Foster City, California - United States

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Tools Engineer

Description

The primary responsibility of the Tools Engineer at Sledgehammer Games is to partner with the content team in providing them with new and improved tools to maximize iteration. Sledgehammer Games believes one of the biggest multipliers to a team's productivity is great tools. The tools candidate is responsible for delivering tools to improve the iterative content cycle. The candidate will utilize several technologies in the development of our tools including but not limited to C++, C#, WPF, WinForms, and SQL Server. The Tools Engineer will work hand-in-hand with the Tools Lead and content creators, to design, iterate, and execute on a variety of tools & pipelines.

Qualified candidates need to be self-starters, able to operate in a highly dynamic environment, and have concise execution. This is a great opportunity for someone who has a solid technical background, a passion for the gaming industry and enjoys working with a powerful engineering team. This position reports to the Engineering Director and will interact directly with all disciplines of the development team.

Responsibilities:

- Design and development of various asset creation and management tools ranging from exporters, to content creation tools, to asset management tools, to build tools, to frameworks
- Maintenance and support of existing and new and infrastructure as needed
- Work with content creators, designers, and other engineers to gather requirements and ensure tool design specifications are met
- Design and development of user-friendly interfaces for content creators

Qualifications:

- 2+ years tools programming experience
- Demonstrated proficiency in and knowledge of C#/C/C++, data structures, performance, and multi-threaded programming techniques
- Knowledge of common data structures and algorithmic solutions
- Client focused
- Contributed extensively to the development of one or more shipped games, PC or console
- Thorough knowledge of software design practices including modular architecture, event-driven architecture, and software design patterns
- Ability to quickly understand and work with internal and externally developed code
- University-level degree in Computer Science or related field
- A strong passion for video games of many kinds

Recommended:

- Experience with developing composite applications using the Model View-View Model design pattern
- Experience with various technologies and SDKs such as WPF, Prism, and Rad Controls
- Experience with SQL Server
- Experience with Maya plugin and script development
- Experience with computer game technologies including: Camera systems, AI programming, physics, 3D programming, animation, collision detection
- Demonstrated ability to write clean, readable, portable, reliable, and optimized tools code

This Job is no longer active!**Primary Job Duty:** Tools / API, User Interface**Primary Software:** C#**Secondary Software:** SQL**Salary:** DOE**Project:** Sledgehammer Games**Relocation:** Yes

- Contributed extensively to the development of tools for at least one shipped console game

About Us:

Sledgehammer Games was founded with a singular goal: Achieve Excellence. We have a state of the art facility, an industry leading development team, and a studio culture built to promote and support world class game developers. We are actively recruiting top talent for our Call of Duty development team. If you are passionate and driven to do your best work, and have a desire to work on the most successful FPS franchise in the history of video games, please apply online.

Come take a closer look at our studio, our culture, and some of the worldwide press for our latest game, Call of Duty: Advanced Warfare, at <http://www.sledgehammergames.com/>.

This Job is no longer active!

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