

[Employers Start Here »](#)**Human Head Studios, Inc.**

Madison, Wisconsin - United States
[View all jobs at this company »](#)

[Apply](#)

Game Programmer

Description

Game Programmer

Human Head Studios is seeking talented, passionate Game Programmers to join our team! At Human Head, Game Programmers are expected to design, create, maintain and modify innovative and industry-leading game features, systems and experiences.

Under the supervision of the Lead Game Programmer, Game Programmers will be required to regularly collaborate with other programmers, designers, scripters, animators and artists to implement and polish gameplay features, systems and assets from beginning to end. An understanding and interest in what it takes to make fun gameplay is critical as Game Programmers focus largely on player-facing systems.

Game Programmers are responsible for working within an existing code base and improving or replacing code, and a solid grasp of optimization, profiling and debugging are also useful.

Primary Job Functions:

Work in cooperation with other Game Programmers, technology programmers, artists, animators and level designers to design, implement, polish, debug and optimize high quality gameplay features and systems

Quickly prototype gameplay experiences as requested by Senior or Lead Game Designers

Take ownership (in collaboration with the team) to ensure that features and systems implemented are presented at quality within in the game experience

With the Lead Game Programmer, determine tasks to implement features and systems, and accurately determine associated timelines

Meet project deadlines and milestones as determined by Lead Game Programmer

Implement features in C/C++ that are CPU and memory efficient

Demonstrate and apply strong problem-solving and debugging skills in C++

Write clean, professional, and maintainable code

Troubleshoot complex problems as they arise, construct solutions to unforeseen design problems in a timely manner

Proactively problem-solve performance and stability issues when necessary

Learn and master proprietary tools and technology

Use, debug, and modify the tools pipeline, as necessary

Requirements:

2-5 years of relevant programming experience, with demonstrated understanding of software engineering practices and proven coding skills

Proficient in C/C++ and object-oriented programming

Game knowledge and passion and an understanding of the design principles behind games

Expertise and passion in one or more of the following areas: AI, User Interfaces, General Gameplay

Able to work independently and learn new skills, self-motivated, able to handle sub-projects with moderate supervision

Ability to work well in a fluid, changing environment as creative challenges evolve

Strong work ethic, self-motivated, demonstrates initiative, and a powerful creative drive

Good communication skills, able to work well under pressure

A strong grasp of signs and feedback in player-facing systems

Other Helpful Skills/Abilities:

Primary Job Duty: Gameplay / Logic / FX

Secondary Job Duties: UI / Front End / HUD, AI Design / Implementation

Primary Software: C++

Secondary Software: Unreal, Unity

Other Software: Perforce

Salary: DOE

Relocation: Yes

Involvement in at least one full development cycle from conception and brainstorming through pre-production, planning, production, and finalizing the product

Experience with game scripting languages such as Lua

A passion for playing games with an eye toward analyzing and breaking them down

Limited relocation compensation will be provided to qualified candidates. Human Head Studios, Inc. is an equal opportunity employer. We offer a competitive salary and full benefits plan in a casual working environment.

General Job Requirements:

Be 18 years of age or older

Live in the United States and be willing to relocate to Madison, Wisconsin

Be a self-starting, hard working individual capable of maintaining focus within a rigorous, deadline-driven production schedule

Able to work closely on a day-to-day basis with others of different disciplines in an open, team-oriented environment

Have a passion for games

Apply