

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

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

[Apply](#)

Technology Programmer

Description

Technology Programmer

Human Head Studios is seeking Technology Programmers for our Madison, Wisconsin video game development studio. This position will be responsible for contributing to our existing code base in cooperation with a dedicated team of developers.

Job Responsibilities:

- Build and modify graphics/rendering code for cutting edge game visuals using Unreal technology
- Optimize rendering and game play performance
- Development of technical design specifications and implementations
- Work with programmers, designers, artists, and QA
- Contribute ideas toward game production and development

Job Requirements:

- Experience with Unreal Engine
- Bachelor degree in computer science or equivalent experience
- Expertise in C/C++ and object-oriented design principles
- Demonstrated knowledge of software engineering practices
- Excellent debugging skills
- Comfortable working within an established code framework/engine
- Self-motivated individual passionate about video games
- Excellent communication skills, both written and oral
- Multiple shipped game titles to your credit
- Expertise in one or more of the following areas: rendering, optimization, threaded programming, tools, networking

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](#)

Primary Job Duty: 3D Graphics / Rendering, Code performance / optimization

Secondary Job Duties: Shader Writer / Creation

Other Job Duties: Tools / API

Primary Software: C++

Secondary Software: Unreal, Unity

Other Software: Perforce

Salary: DOE

Relocation: Yes