



# SENIOR GRAPHICS PROGRAMMER

THE SENIOR GRAPHICS PROGRAMMER IS RESPONSIBLE FOR DEVELOPING ALL THE SOLUTIONS RELATED TO THE RENDERING OF THE GAME ENGINE, FROM THE LIGHTING TO VISUAL EFFECTS

## RESPONSIBILITIES

- Improve and maintain the rendering modules of the game engine
- Develop shaders and quality effects to support the Art direction
- Optimize the rendering code to get the best performance.
- Write clear, maintainable, portable C++ code
- Write and maintain custom shaders across a range of hardware
- Test and document code you write

## REQUIREMENTS

- Strong knowledge of C++ (11, 14)
- Strong knowledge of rendering algorithms
- Good knowledge of multi-core architecture related issues
- Experience with DirectX 11 level shaders and HLSL
- Experience writing systems balancing performance and maintainability
- Experience profiling and optimizing both CPU and GPU utilization
- Strong communication and organizational skills
- Excellent analytical and mathematical skills
- Development experience on PC
- Good MMORPG culture

## LINKS

Main website

<http://dualthegame.com>

Trailer

<https://www.youtube.com/>

Videos

<https://www.youtube.com/user/dualthegame/videos>

Position is full-time, on-site and applicants must already be authorized to work in France (or European Union).