Stardock

Plymouth, Michigan - United States

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Senior Game Engineer

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Description

Are you an avid gamer interested in creating awesome games? Stardock is currently seeking a talented Senior Game Developer to oversee porting of our cutting-edge games onto current and next-generation consoles. The ideal candidate is well-versed in C++, has shipped titles in the past, is familiar with porting to console platforms, and loves strategy games. This is a salaried, full-time position at our Plymouth, Michigan office, and relocation assistance will be provided.

Primary Responsibilities Include:

- Implement low-level systems such as windowing, controllers, rendering, audio, user management, and networking.
- Architect, build, and maintain core systems in modern C++ on multicore CPUs.
- Write technical documents describing core systems.
- Mentor and collaborate with other developers.
- Work closely with Design, Production, and Art to develop requirements and implementation plans.
- Manage timelines and milestones to meet stakeholder expectations.
- Work closely with production and QA to address bugs.

Education and/or Experience Desired:

- 7+ years of experience in game development.
- Bachelor's Degree in Computer Science, Engineering, Mathematics, or relevant field.
- Strong C++ background.
- Experienced with Unreal Engine 5.
- Passion for games and game design.
- Self-motivated and loves solving problems.
- Experience with modern graphics APIs and multicore programming.
- Expertise in several of the following: Optimization, networking, parallel and distributed systems, UI/UX, AI, physics, data management, graphics, gameplay, audio, HLSL/GLSL shaders, pipelines, and terrain.
- Able to learn new technology quickly and execute on a schedule in a fast-paced cross-discipline team environment.
- Experienced with version control software (e.g., Perforce, SVN, etc.).

Primary Job Duty: Oversee porting of cutting-edge game software tech, Manage TRC compliance across multiple console plat

Secondary Job Duties: Implement low level systems such as windowing, con, Architect, build and maintain core systems in mode, Write technical documents describing core systems.

Other Job Duties: Mentor and collaborate with other developers., Work closely with Design, Production, and Art to d, Manage timelines and milestones to meet stakeholde, Work closely with production and QA to address bug

Primary Software: Multithreaded Programming, Strong C++ development experience

Secondary Software: Unreal Engine 5, Modern graphics API

Other Software: Perforce, Atlassian Jira

Salary: DOE

Relocation: Yes

Apply