



Cloudhead Games is seeking a **Gameplay Programmer!**

We are pioneers at the forefront of Virtual Reality's resurgence. With over five years of research & development we have created innovative solutions and award winning content, proving the capabilities of this new medium. As a Gameplay Programmer, you will help us blaze trails through the great possibilities of VR.

Any successful candidate will be able to build gameplay features within the tight technical limitations demanded by VR. You will collaborate across disciplines, while acting as the technical expert for the gameplay features you own. You must have a strong desire for working in a small, creative, and innovative development environment.

We have a strong preference for the successful candidate to join us at our headquarters located in beautiful Qualicum Beach, BC. However, remote workers in our Vancouver location may also be considered.

Potential to be contract or a full-time position.

Responsibilities:

- Collaborate with designers to develop and implement their vision of gameplay features
- Collaborate with animators and VFX artists to implement their work into the game
- Architect gameplay systems from scope definition to testing stages
- Identify and solve technical issues within the tight limitations demanded by virtual reality
- Rapidly prototype new gameplay features
- Identify technology risks and provide regular updates on obstacles to leads

Requirements:

- 5+ years of relevant game industry experience
- At least 2 years of game industry experience working on VR games
- Fluent in C# and proficient within the Unity 3D game engine
- Passion, creativity, and a desire to make a significant impact on a small team

Nice to haves:

- VR design experience
- Experience working on an Agile Development Team
- Experience working with any physical peripheral (Kinect, Wiimote, Playstation Move)

Apply: Please send letter and resume to jobs@cloudheadgames.com

Start date: ASAP

Note: Due to the accelerated timeline, only qualifying candidates will be contacted.