



Cloudhead Games is seeking a **Junior to Intermediate Tools Engineer** to help propel Pistol Whip's continued success in its upcoming updates across multiple VR platforms.

We are a virtual reality game studio based in beautiful Qualicum Beach on Vancouver Island, BC. We focus on developing the most advanced consumer VR experiences. With over seven years of research and development, we have created innovative solutions and award-winning content, proving the capabilities of this new medium.

As a Junior to Intermediate Tools Engineer, you will help us blaze trails through the great possibilities of VR. As a successful candidate, you will have a strong preference for working in a fun and innovative development environment poised for growth. You will work closely with the Lead Programmer to expand our gameplay and technology tools. You should possess an excellent grounding in software development, excellent math skills, a keen eye for detail, and a natural ability to communicate as part of a creative team.

Dedication and excitement for VR runs deep within our company, so you should bring the passion to match.

This is a permanent full-time position.

Responsibilities:

- Work closely and collaboratively with the lead programmer and development team
- Create tools and workflows in Unity
- Provide support to external developers, meeting often to assess their needs and vision, and discuss limitations
- Anticipate complex problems and propose adaptive solutions, considering the entire production pipeline
- Explore new hardware and deal with the interesting challenges and opportunities they pose

Qualifications:

- Experience working on Unity projects
- Experience writing visual and artist-facing content generation tools for games
- 2+ years experience as a programmer in the games industry or related field
- Bachelor degree in Computer Science, Engineering, or equivalent; or a self-taught mastermind
- Passion for playing and creating innovative games; must consider themselves a gamer

- Experience working on an Agile Development Team
- Expert working knowledge of C# in Unity
- Excellent problem-solving abilities, proven ability to tackle hard problems in creative ways
- Excellent written and oral communication skills
- Positive attitude with a desire to work in a team environment towards a common goal
- Strong ability to estimate workload and meet deadlines
- Must be deeply self-motivated
- Must have the ability to work within the Pacific Standard Time Zone (PST)

Currently, this position will require you to work from home with support from Cloudhead. We are a distributed team with a focus on remote collaboration. When/if we open our physical location we will maintain a hybrid studio culture.

Additional beneficial experience:

- Experience working on live-service games
- Tools and digital content-creation software experience
- Experience collaborating with open-source communities
- Experience with gameplay and general programming is always a plus

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

Note: Due to an accelerated timeline only qualifying candidates will be contacted