



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

We are a virtual reality game studio with headquarters based on Vancouver Island, Canada. We are an equal opportunity employer with a diverse, talented group of collaborators focused on developing the most advanced consumer VR experiences. With eight years of research and development, we have created innovative solutions and award-winning content, proving the capabilities of this new medium.

As Junior Engineer, you will help us blaze trails through the great possibilities of VR. 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 and deliver on new features and technology. You should possess an excellent grounding in software development, 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
- Write and review code customized to the hardware
- Provide support to designers, 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 consider the challenges and opportunities it poses
- Willingness to continue learning new technologies, engines, rendering techniques, programming languages, etc.

Qualifications:

- Bachelor's degree in Computer Science, Engineering, or equivalent; or a self-taught mastermind
- 1+ years of experience as a programmer in the games industry or related field
- Experience working on Unity projects in C#

- Experience working on an Agile Development Team
- Positive attitude with a desire to work in a team environment toward a common goal
- Proven ability to tackle hard problems in creative ways
- Strong ability to estimate workload and meet deadlines
- Passion for playing and creating innovative games
- Must be deeply self-motivated with great communication skills
- Must have the ability to work within the Pacific Standard Time Zone (PST)
- Must be legally entitled to work for a Canadian company

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 reopen our physical location we will maintain a hybrid studio culture.

Additional beneficial experience:

- Experience working on live-service games
- Experience with Unity Editor scripting
- Experience with backend services
- Experience with PlayStation projects (PS4/PSVR)
- Experience with gameplay and general programming is always a plus

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

Deadline: Please apply by Friday, April 2nd, 2021

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