

Summary:

We look for experienced talented, hard working and inspired individuals who can thrive in an informal, self-directed, collaborative work environment. People who constantly challenge themselves to improve their craft of making great games. People who don't hesitate to speak up and take it upon themselves to make us a better studio. And who are just as motivated to make a positive impact on kids and our community. We are currently looking for fun, positive, creative thinkers and die-hard problem solvers in the following areas:

Programmers:

Demonstrate an exceptional ability to design, write, modify, and optimize high performance code. In addition to being a skilled programmer the successful candidate will have the ability or potential to lead a small team of programmers, collaborate with coworkers across disciplines, and communicate with clients through effective planning and scheduling. Applicants should show initiative and resourcefulness in problem solving, and enjoy the challenge of making great games while working within constraints. Candidates should be driven to try new approaches and innovate whenever opportunity arises, and be able to formulate and articulate a technical strategy that leverages on current generation games and stays true to the game's design and art vision. The ideal applicant is passionate and committed to making games and also wants to have a broader impact in community than just a list of game titles.

- **Game System Programmer** – Focused on state machines, input/control systems, with a designer's sense and ability to prototype, document, and iterate. Lua API experience a plus.
- **3D Engine Programmer** – Focused on OpenGL or similar, fixed-function and partially fixed-function pipelines. Strong conceptual understanding of 3d animation and visual effects. Experience with Nintendo graphics pipelines a plus.
- **Network Programmer** – Focused on novel multiplayer and networked features leveraging a range of wireless and adhoc networks. Ability to work with custom network protocols, develop communications strategies between networked devices and produce robust, scalable network code for games on embedded systems.
- **Tools Programmer** – Fluent in with C#, Windows Forms, and .NET 3/4. Strong HCI design sense, and ability to establish and implement a tool strategy that serves the needs of content creators. XML experience a plus. Perl/Python experience a plus.

Artists:

Demonstrate an exceptional ability to create high-quality assets in a fast moving, small team environment, for diverse art styles and game genres, for both established brands and original IP. Applicants should show initiative and resourcefulness in problem solving, and enjoy the challenge of making great games while working within constraints. Candidates should show adaptability to the needs of a small interdisciplinary team, and seek and embrace critique. The ideal applicant is passionate and committed to making games and also wants to have a broader impact in community than just a list of game titles.

- **3D Artist** – Create characters, environments, and objects for use as both real-time 3D and pre-rendered assets within both licensed titles and original IP. A strong sense of volume, lighting, and materials is required. Other related responsibilities include conceptualizing and mocking up 3D characters and backgrounds. Rigging experience a plus.

- **Visual Effects Artist** - Create high-quality particle and effect systems for games on the Nintendo 3DS, DS, iPhone/iPad, and other platforms including the Wii and Xbox 360. Work with other artists and designers to visually enhance the game play experience. A strong understanding of lighting, materials, texture, and animation is required. Experience with motion graphics is a plus, as is ability to create tools and shaders.

Design and Production:

We continually look for candidates who are excited about creating games to serve the needs of specialized brands or application domains such as education or health, for both retail and research opportunities. Candidates will demonstrate flexibility in game genres, an awareness of diverse audience needs, and ability to learn new areas quickly. They should have in depth knowledge in at least one discipline, and be capable of hands-on implementation and problem solving to support the needs of a small interdisciplinary team. Applicants should show initiative and resourcefulness in problem solving, and enjoy the challenge of making great games while working within constraints. The ideal applicant is passionate and committed to making games and also wants to have a broader impact in community than just a list of game titles. An interest in furthering their education is a plus.