

Experienced Programmer Position – September 2010

1st Playable Productions, developer of innovative handheld games, including Club Penguin DS and Puzzle Quest DS, is seeking a passionate, motivated, and experienced Senior Programmer.

Position Description:

1st Playable has an immediate opportunity for an experienced game programmer. Responsibilities include leading development of high quality 2D and 3D games while working closely with small teams on various platforms including; Nintendo 3DS, DSi, Wii, iPhone, iPad and others.

The successful candidate will demonstrate an exceptional ability to design, write, modify, and optimize high performance code. In addition to being a skilled programmer the successful candidate will lead a small team of programmers, collaborate with coworkers, 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. 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.

Required:

- A degree in computer science or a related discipline.
- 2-5 years experience in professional game development on console platforms.
- 3+ years experience with C++
- A strong mathematical ability
- Ability to implement new and modify existing codebases and toolsets.
- Ability to research and quickly develop expertise in an unfamiliar area, including responding to areas needed for project workload balancing
- Affinity for agile process, and experience with code and design reviews.
- Excellent problem solving and debugging skills.
- Inventiveness in finding new ways to utilize limited platforms to create new game solutions
- Ability to work effectively on a team, including strong communication and documentation skills.
- Interest in mentoring more junior programmers, while actively contributing to the senior programming team
- Willingness to participate in community service and outreach.
- Must be able to work onsite (live local or willing to relocate).
- Enthusiasm for having fun while making great games!

A candidate should have experience in many of the following areas:

- 3D engines, and animation systems.
- Optimization of frame processing, memory pools, cache management, and other hardware-specific issues
- Connectivity features over local area and Wi-Fi networks
- Automated testing and debugging.
- AI systems or player handling.
- Active participation in game industry associations and conferences

Company Description:

1st Playable Productions, LLC is an independent game development studio based in Upstate NY, with a focus on handheld games for kids and other underserved audiences. Our mission is to inspire kids, gamers, and game developers with fun games for entertainment and learning, which runs the gamut from retail licenses, to new IP, to research games exploring new applications for this media. We love finding ways to get more out of limited game platforms, and are known for taking on tough technical challenges to create memorable and differentiated games. 1st Playable is also committed to positive social impact and community outreach, particularly in conjunction with educational organizations. We make a difference in our communities with the games we make and how we create them.

Contact:

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