Logo, company name

Description automatically generated

**Senior SDK Tools Developer**

Frameplay is a global in-game advertising company headquartered in San Francisco, California with global sales and development offices and teams supporting EMEA, LATAM and APAC. Frameplay truly enables game developers to place advertising easily and intrinsically within video game environments without interfering with or degrading the gameplay performance or experience.

Frameplay’s Senior SDK Tool Developer is responsible for:

* Solutioning and developing SDK Tools to meet customer requirements
* Ensuring scalability and reliability through effective code that supports existing and future functionality of the products, and pro-actively learn and use new technologies to benefit our clients and improve the Developer & Player Experience
* Supporting North America and European clients with integration

**Required Skills**

**Technical - Programming**

* Required: Strong programming fundamentals and complex problem-solving skills
* Highly desired: Excellent knowledge of C++, Experience with other languages (C#, Javascript, Python or similar)
* Required: Strong understanding of data structures, algorithms and system complexity
* Highly desired: Knowledge of object-oriented design and patterns
* Required: Great game math fundamentals (vectors, matrices, physics, projections, camera space, tangent space, object space)
* Required: Experience with multi-threaded programming and optimizing systems
* Highly desired: Experience profiling and optimizing GC & FPS
  + Bonus: Experience with shader programming: Cg/HLSL, Multiple graphics APIs: OpenGL, DirectX, Metal; Compute Shaders; Shader BPs/graphs in Unreal Engine & Unity
* Bonus: Demonstrated experience using Machine Learning to solve technical problems
* Bonus: Experience with test driven development and unit testing

**Technical - Software**

* Required: Demonstrated experience in Unreal Engine 4
* Highly desired experience: Plugin & SDK development and Developing in other game engines (Unity, Lumberyard Engine, CryEngine)
* Required: Good working knowledge of source control and best practices
* Highly desired: Experience with Git
* Required: Experience deploying to multiple platforms (Windows, OSX, Android, iOS)
* Highly desired: Experience with consoles. (Xbox, PlayStation, Nintendo)
* Bonus: Experience in DevOps and automated builds. (Circleci, Unity Cloud Build, Docker)
* Bonus: Experience creating & developing in Houdini or similar software

**Soft Skills & Environment**

* Required:
  + Great verbal and written communication skills
  + Ability to breakdown & convey technical and complex ideas
  + 5 - 8 years of relevant experience including people management experience
* Bonus:
  + Experience working in an agile environment
  + Engaged in all stages of the development lifecycle
  + Experience in a video game studio
  + Experience with customer success
  + A passion for game development!

We are hiring! Please apply by sending a resume to hr@frameplay.gg noting the job title in the subject line of the email.

Frameplay is an equal opportunity employer committed to fostering an inclusive, innovative environment with the best employees. Therefore, we provide employment opportunities without regard to age, race, color, ancestry, national origin, religion, disability, sex, gender identity or expression, sexual orientation, or any other protected status in accordance with applicable law. If there are preparations, we can make to help ensure you have a comfortable and positive interview experience, please let us know.