Junior Programmer

About Digital Village

We are pioneers in the collaborative creation of the Metaverse. Our team at Digital Village strives for excellence in the digital realm, redefining the way we interact in digital spaces, and how those digital spaces feed back into everyday life. From all of us at Digital Village, we look forward to working with you, likeminded and forward-thinking pioneers, to change the world!

Responsibilities

- Push the excellence of the project by solving complex technical problems
- Work proactively with artists and impart technical knowledge to achieve and maintain a high level of performance
- Collaborate with teams to design, implement, document, and maintain the codebase
- Research and prototype new technologies to keep the project on the cutting edge
- Advise teams on the technical feasibility and possible risks of new features
- Meet project deadlines and target dates

Here's what you'll be doing:

- Development of core mechanics to the project
- Coordinate with designers to develop the user experience
- Iterate quickly to feedback on given tasks and code reviews
- Contribute to optimization efforts
- Perform testing, bug reporting, tracking, and resolutions on the project

Qualifications

- 2+ years of experience with Unreal Engine 4 in a professional game development environment, or equivalent portfolio experience.
- Demonstrable experience in c++ and blueprint scripting
- Shipped at least one game for PC and MAC, or equivalent portfolio experience
- Experience with version control like Git
- Experience with packaging dedicated servers and client applications

Desirable skills

- Familiarity with bash scripting
- Knowledge of multi-player programming in unreal engine
- Experience with porting software and the best practices cross platform development
- Familiarity with pixel streaming technology
- Passion for driving new technologies
- Quick learning capacity to pick up new skills and grow alongside the company
- Strong problem solving and troubleshooting skills