



Senior Gameplay Programmer

We are Velan Studios, an independent game developer with a passion for the unconventional, and we are looking for a veteran gameplay programmer, a creative builder who loves to iterate. This is a highly collaborative role, working closely with artists, designers, and programmers. We have three requirements:

1. As a gameplay implementer, we are looking for at least four years of professional experience creating game mechanics.
2. As a programmer, we use C (our preference) and C++ (if we must), to create games and related things. You must be very comfortable in C and C++ and have produced at least one major project using C/C++.
3. Our curiosity drives us. You must be deeply curious about something and have some evidence of that curiosity. We are looking for candidates that demonstrate a pattern of persistent and self-motivated exploration.

Some things you might find yourself doing in this role:

- Brainstorming new game mechanics with the team.
- Jumping into game code/script to implement.
- Modifying the level editor to support a new game mechanic.
- Presenting a rough version of a new mechanic to the team and gathering feedback.
- Taking a rough version of a game mechanic to a debugged, optimized, and shippable state.

While gameplay is your area of expertise, we do not hire programmers so that they may work exclusively in one specialized area. Programmers should own areas of our technology, but have the flexibility to work across the codebase.

Future members of our team need to be ready to embrace our studio values including:

- World class games through unconventional thinking.
- Respect for players and colleagues. Ready for the responsibility that comes from that respect.
- Regional technology and game development community engagement.

If you think Velan Studios might be a fit for you, please apply:

- Email jobs@velanstudios.com with a resume and cover letter. Put “Gameplay Programmer” in the subject line.
- In your cover letter, please share one thing you are passionate about – it can be completely unrelated to programming and games – and what personal or professional output has come from this interest.