



## Graphics Programmer

We are Velan Studios, an independent game developer with a passion for the unconventional, and we are looking for graphics programmers at all levels to add to our team. We are a growing studio working on multiple projects using a shiny new engine with modern renderers.

As a graphics programmer at Velan, expect to be working on everything from shaders for special effects, to graphics tools and content pipelines, to lighting for next-generation targets. Expect to collaborate closely with our art team and be involved in our efforts to share our technology as open source software. Now is an exciting time and we hope you can join us!

We have three requirements:

1. 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++.
2. 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.
3. Current knowledge of, and experience with, real-time physically based rendering.

While graphics 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.

In addition to the requirements above, future members of the programming team need to be ready to embrace our studio values including:

- World class 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](mailto:jobs@velanstudios.com) with a resume and cover letter. Put “Graphics 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.