



Tools Programmer

We are Velan Studios, an independent game developer with a passion for the unconventional, and we are looking for great programmers with experience making software tools for game development or other fields.

We are a growing studio working on multiple interesting projects with our own proprietary game engine and tools. As a tools programmer you could be working on anything from a debugger for our scripting language, to our continuous integration system, to overhauling how undo/redo works across our content creation toolset. You would be a member of a small team of programmers collaborating closely with a variety of developers across the studio: designers, artists, other programmers, and more. The work you do would help us make even more awesome games.

We are looking for programmers with experience making, and iterating upon, software for in-house clients. Ideal candidates would have some knowledge of HCI and think critically about user experience.

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. At least three years of professional experience writing software.

While tool programming 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 with a resume and cover letter. Put “Tools 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.