Senior User Interface Programmer

We are Velan Studios, an independent game developer with a passion for the unconventional, and we are looking for a veteran user interface programmer, someone who delights in finding intuitive ways to express complex interactions, and has the coding ability to execute on those insights. We have three requirements:

1. As a user interface implementer, we are looking for at least four years of professional experience creating user interfaces for software products (not necessarily games).
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:

- Implementing the user interface framework for a game in C and script.
- Augmenting and improving our UI content creation tools.
- Sketching out the high-level flow that a player will follow into a game.
- Mentoring other programmers on your team.
- Brainstorming ideas and iterating with artists, designers, and the rest of the team.

While user interface 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 "UI 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.