Intermediate Programmer

Come work in a positive, inclusive environment with a talented team of programmers, designers and artists creating exceptional games. We're looking for Intermediate Programmers to help build new games and features. It is our dream to grow the leading global brand in nature games, producing a portfolio that has a positive impact on our players lives while progressing games as an artform and providing one of the best places in the world to work as a game developer.

Runaway brand values are reflected in everything we do.
Our why: Games are Engines of Happiness - bringing light to people's days to make the world a better place.
Our how: Players Come First. A Diverse, Inclusive and Supportive Culture. A Culture of Excellence. Building a Trusted Brand For Life.
Our what: Games Inspired by the Natural World.

Role & Responsibilities

This is what we aim to have you doing in the role, with assistance and support. If you have areas you need to develop, we will work with you on these areas to get you feeling confident and comfortable.

- Develop features for mobile products efficiently without assistance. Assist other Programmers to develop features and content.
- Confidence in mobile game development so that you can conform to conventions with a focus on upskilling and improving.
- Develop code to a high and professional standard and integrate feedback into future revisions.
- Have a reputation for trusted code. Team members can trust that components you have built will work in most situations.
- Clear documentation of complex systems for mobile.
- Strong use of programming languages relevant to the project development environment (Eg. C#, Unity, C++, Lua).
- Competence in mobile SDK implementation and updates, platform build systems, 3rd party tech relevant to mobile so that you can problem solve these areas comfortably.
- Has great time management skills to meet deadlines with exceptional code.
- Take initiative in your own upskilling.
- Has great communication skills to work effectively within a team and with the lead programmer/tech lead.

- Is capable of leading discussions, suggestions and ideas in concept development for new mechanics and products.
- Consider player behaviour and positively contribute to ideas to improve player experience.
- Competence in mobile project set up / architecture, with some assistance from more Senior Programmers.

Skills

The following skills are preferred for this role. You are not expected to have all the skills on this list - we can support people to further develop skills as needed.

- Solid, practical programming skills.
- Ideally, around 2 or more years experience employed in a programming role.
- Proven game or app creation experience - this is a **prerequisite to applying** (send us something we can use or play).
- Experience developing for mobile with Unity.
- Strong C# skills.
- Experience using Git, or other CVS.
- Initiative to self manage and ensure your time is being used in the most efficient way possible to produce fun experiences for end users.
- Great communication and teamwork.
- Tertiary degree in Computer or Information Science or equivalent experience.

Apply

We take pride in our positive, friendly culture and hire people who want to be part of making something special with us. We're an inclusive group and encourage applications from people with diverse backgrounds. We provide a flexible, positive workplace environment - if you feel excited about joining us, we'd love to hear from you. Please send your cover letter and resume to: kylie@runawayplay.com