

GAME DEVELOPMENT ENGINEER - UNITY

Employee Location: Burbank, CA

Job Status: Full-Time, Exempt

Reports To: Producer

HERE'S THE DEAL

We are a full-service esports company that creates, manages and monetizes competitive video game leagues. We build a title's competitive community from the ground up, growing it into a unique, professional and world-class esports operation. We manage all league operations and produce expert live entertainment in-studio or at stadium-sized venues. We deliver monetary results by authentically translating our publishers' and brand sponsors' business outcomes to this massively diverse community.

We seek out ambitious partners and are the leading esports company for new gaming titles. We are experiencing breakneck growth and are looking for an individual that loves to create and develop gameplay elements and systems from the ground up; for someone who gets fired-up utilizing their technical chops to rapidly go from 'good idea' to 'playable feature' alongside a small, high-energy team. We want someone who pushes back on the status quo and does things faster and better - because that's what gets them out of bed in the morning.

As a wise old man once said, "It's dangerous to go alone, take this!"

WE NEED YOU TO

- Work alongside company founders to help shape the future of online esports entertainment
- Design, scope, develop and test core systems and features for a new product
- Optimize product performance and efficiency
- Rapidly prototype and integrate product elements to deliver consistent updates
- Raise the quality bar and design standards for NGE across all projects
- Fanatically deliver the best fan experiences possible
- Perform other tasks as assigned

YOU MUST HAVE

- Passion for video games and interactive media
- Previous experience with real-time rendering and excellent proficiency of C++ and Unity 3D Engine.
- Substantial 3D prowess along with low-level proficiency are necessary
- Understanding and aligning with software development best practices for a lightweight application
- A track record of excelling with little supervision
- Experience managing multiple priorities in high-stress, time sensitive environments

- The desire for a fast paced, entrepreneurial environment

Reasonable Accommodations Statement: To perform this job successfully, an individual must be able to perform each essential duty satisfactorily. Reasonable Accommodations may be made to enable qualified individuals with disabilities to perform the essential functions.

YOUR BONA FIDES

- **Education:** Bachelor's degree from an accredited institution
- **Experience:** 5+ years professional Unity 3D Engine development experience, including demonstrable work on commercially shipped titles

OTHER

- **Work Schedule:** Be prepared to help build something great and work long hours, including occasional evenings and weekends
- **Amount of Travel Required:** Limited
- **Work Environment:** Typical office, travel (trains, planes and autos), studios and on-location environments

The Company has reviewed this job description to ensure that essential functions and basic duties have been included. It is intended to provide guidelines for job expectations and the employee's ability to perform the position described. It is not intended to be construed as an exhaustive list of all functions, responsibilities, skills and abilities. Additional functions and requirements may be assigned by supervisors as deemed appropriate. This document does not represent a contract of employment, and the Company reserves the right to change this job description and/or assign tasks for the employee to perform, as the Company may deem appropriate.