

The Rendering Software Engineer is a critical part of the game creation process. They are involved in architectural design and implementation of rendering technology on multiple platforms. They are working with designers, artists and other engineers to build complex graphics features life-like visuals, huge and immersive worlds and state-of-the-art graphical FX

KEY RESPONSIBILITIES

- Write robust code that is easy to maintain for a team working on a live title with rapid release cycles
- Create and maintain shaders for all areas of visuals in the game as well as pipelines
- Work closely with artists and tech artists to create and maintain efficient content pipelines
- Analyzing and recommending improvements for existing graphics
- Write and maintain documentation for graphics features and tools
- Debugging and optimization of code
- Work with cross-functional team and other engineers and developers
- Provide engineering support to other departments, especially Art

QUALIFICATIONS

Required

- Bachelor's Degree in Computer Science or equivalent relevant experience
- 5+ years of video game industry experience
- Expert level knowledge in C++ development
- Deep experience in developing games in UE4
- Proven competency in graphics programming using C++, C#, HLSL, GLSL etc
- Solid 3D math skills and understanding of 3D game engine architecture and rendering techniques
- Well-versed in using graphics and CPU debugging and profiling tools such as PIX or Razor GPU
- Shipped at least one game title on consoles or PC
- Thrive in a collaborative, iterative development environment
- Self-motivated and self-directed
- Experience collaborating with artists, designers, and other engineering team members to bring gameplay to life
- Absolute passion for playing and making multiplayer games