

Tools engineers are responsible for creating and maintaining those tools whether they be for the game engine itself or the 3D art suite. They also work with programmers, artists and designers to figure out what tools to build, explain how they should be used and monitor their effectiveness.

### **KEY RESPONSIBILITIES**

- Develop and maintain tools that enhance usability and user experience
- Understand user workflows to develop software that is easy to use and improves productivity
- Design and implement modifications, reorganizations, extensions, and optimizations to existing code base
- Work closely with designers and artists to implement their ideas, providing technical, creative, and scheduling feedback
- Actively maintain skill-set and knowledge base by keeping track of the latest innovations from the industry

### **QUALIFICATIONS**

#### **Required**

- Decent 3D math skills (especially linear algebra and vector math)
- Familiarity with OpenGL, DirectX, or other rendering APIs
- Extensive experience with C++, C#, and Windows Forms
- B.S. in Computer Science and/or equivalent work experience
- Self-motivated individual with excellent problem-solving skills
- Detail-oriented
- Good oral and written communication skills