

As a UI Engineer you will help build the architecture and systems to support the Hud, player messaging, scoreboards, user input, etc. The ideal candidate will have experience with the unreal engine, and an understanding of front end UI systems.

KEY RESPONSIBILITIES

- Work closely with designers, and artists to develop new software systems.
- Monitor runtime and memory performance of UI systems.
- Develop test cases and integrate with the QA team.
- Self-manage time and responsibilities when given prioritized goals and objectives.

QUALIFICATIONS

Required

- At least 3 years' experience as a UI engineer
- Strong programming skills in C/C++.
- Experience with UI systems interacting with asynchronous networked data.
- Absolute passion for playing and making console and PC games.
- Advanced Knowledge of business tools such as Microsoft office and google docs
- Excellent written and verbal communication in the English language