T-MAC Arena : Mobile Game Job Spec

Position: Mobile Video Game Programmer (Outsourced) for a physics based, 3D aerial combat mobile game.

Contract Duration: Ideally one week, but flexibility can be provided in an effort to improve outcomes.

Job Overview: The Mobile Video Game Programmer will be responsible for developing the first stage / demo of a mobile video game (with established graphic and audio assets). The successful candidate will work with the project team to understand the requirements and design. This is an outsourced position for a limited-term contract to work on a specific project.

Recruitment Process: Following a first interview, the Programmer will be required to sign a Non-Disclosure Agreement, subsequent to which he/she will be provided a detailed scope of the project, including project expectations, prior to signing a limited fixed-term contract.

Responsibilities:

- Develop the first level / demo of a mobile video game according to the project requirements and design. Sound, art and graphics of the envisioned game are already developed.
- Work with the project team to understand the game's features, mechanics, and design.
- Write, test, and debug game code in accordance with the project specifications.
- Ensure that the game runs smoothly and is optimized for performance.
- Code and IP must be shared with the project team.

Requirements:

- Bachelor's degree in Computer Science, Game Development, or a related field.
- At least 3 years of experience in mobile game development. This requirement can be waived if we believe you have a strong portfolio of existing work.
- Proficiency in one or more programming languages such as C++, Java, or Objective-C.
- Experience with mobile game engines such as Unity, Unreal, or Corona (preference will be given to Programmers with a strong understanding of Unity).
- Familiarity with mobile game development tools such as Xcode, Android Studio, or Visual Studio.
- Strong problem-solving and troubleshooting skills.
- Ability to work independently and as part of a team.
- Excellent communication skills and ability to work with remote teams.
- Must be able to work under pressure and meet deadlines.
- Ability to provide a portfolio of previous mobile game development work is a plus.

Contract Terms:

- The Mobile Video Game Programmer will be engaged on a limited-term contract basis for the duration of the project.
- Compensation will be provided based agreed terms.
- The programmer will be responsible for their own equipment and software licenses required for the project.
- The contract may be extended or renewed based on mutual agreement between the programmer and the client.

Contact:

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