



**Country:** Canada

**Province:** Newfoundland and Labrador

**Job Title:** Senior Video Game Programmer

**Job Description:**

To be considered for a senior leadership position in our programming department, applicants should be able to demonstrate their leadership and programming skills. Applicant must be able to work with a team and able to coach and mentor junior programmers. Professional programming experience and a B.S. in Computer Science, or equivalent, is preferred.

We like our employees to be as flexible with their programming as possible. All applicants should have experience in the following areas of game development

- Unity 3D Engine
- C/C++
- 3D Mathematics
- DirectX or OpenGL Programming
- 2D Graphics Programming

Additionally, applicants should have knowledge of at least one of the following:

- iOS/Android development
- Console development
- Tool development
- Plugin or scripting development with either 3D Studio Max or Maya
- Object Oriented Design
- Assembly Programming (particularly in Z80, 6502/65816, 6809, or 68000)
- Audio Programming
- Physics Programming
- An interpreted programming language (Ruby, Python, Perl, etc.)

Applicants with games industry experience are preferred.

Please submit resumes and inquiries to [employment@otherocean.com](mailto:employment@otherocean.com) with the subject "Programmer".

**Company Name: Other Ocean Interactive**

**Contact Name: Ryan Hale**

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