Software Engineer (Full Stack) job description

fun-gi designs and publishes games for growing brands. Innovation is in our DNA and it is how we create genre-defining content. Aligning with the strongest growing IP in our vertical enables us to scale our player base with sustainable growth. Our current title is House Flip with Chip and Jo (stars of HGTV’s #1 show, ‘Fixer Upper’), and is one of the top ranked/rated free games in the iTunes App Store. We're currently seeking a Software Engineer (Full Stack) with strong Unity experience and who fundamentally cares about a philosophy of building with purpose, fun, and design.

The Software Engineer (Full Stack) will have the following responsibilities:

- Execute world-class game programming with industry best practices on both back- and front-end development
- Build upon and improve core game engines and tools for both mobile and AR/VR platforms
- Collaborating with engineers and technical producers in extending the toolset
- Architect and code back-end programming for networking, peer-to-peer gameplay, structured databases, and API integrations
- Team up with game designers, UX/UI artists, and illustrators in creating fun game mechanics

Minimum Qualifications:
- Bachelor's degree in Computer Science/Mathematics (or equivalent kick-ass experience otherwise)
- Strong knowledge of C# and Unity
- 3+ years of software development experience
- Cross-platform development experience
- Experience in working in large and varied code bases (SDKs/APIs/Libraries/Plugins)
- Excellent object oriented skills coding for performance and reliability at scale
- Efficient time management and proven ability to estimate time needed for task completion
- Strong communication skills and willingness to voice opinion
- Insist on the highest standards from one's self and team
- Delivered soft and hard launch titles and worked on live-ops updates for iOS and Android

Preferred Qualifications

- Experience with one or more of the following: Java and Javascript (NodeJS)
- Experience with Google Cloud Engine (Big Query, Datastore, App Engine)
- Experience developing and debugging asynchronous and multi-threaded code
- Scripting skills in Python, Perl, Shell, or another common language
- Experience with database design and SQL
- Experience with Linux/Unix commands

If you know any talented folks who seamlessly blend engineering and game design, please have them email me directly at alfred@fun-gi.com.