Software Engineer (Full Stack) job description

FUN-Gi designs and publishes games for growing brands. Innovation is how we create genre-defining content, and marketing with IP partnerships is how we supercharge industry-leading growth.

Our current title is House Flip with Chip and Jo (stars of HGTV’s hit show, ‘Fixer Upper’), a top-ranked game in the Apple App Store and Google Play rated at 4.6-stars with 120,000+ reviews. We're currently seeking a Software Engineer (Full Stack) with strong Javascript and 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 mobile and AR 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
- Analyze server code and processes to identify improvements and bugs
- Team up with game designers, UX/UI artists, and illustrators in creating fun game mechanics

Minimum Qualifications:
- Bachelor’s degree in Computer Science (or equivalent kick-ass experience otherwise)
- 3+ years of experience in Javascript (Node.js)
- 1+ years of software development experience in Unity and C#
- Understanding of security best practices (OAuth, JSON schema validation, etc)
- Understanding of bottleneck and scaling of services
- Excellent objected 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
- Shipped games and worked on live-ops updates for iOS and Android

Preferred Qualifications

- 1+ years of experience in Java
- 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.