

WE ARE HIRING A

SENIOR UNREAL ENGINE DEVELOPER

Activities:	Developing and maintaining tools in Unreal Engine 4 and building scalable Blueprints
Contract:	Full Time
Date:	Asap
Location:	Vienna
Salary:	Salary and package to be agreed based on qualifications and experience
Contact:	job@attraktionstudios.com

ABOUT US

Attraktion! is a specialized group of companies that blends a unique combination of advanced skills in order to create exceptional experience products for the Entertainment and Leisure Market.

ROLE DESCRIPTION

We are looking for an experienced and passionate Unreal Engine Developer with strong skills in building, debugging, and supporting complex setups in Unreal Engine 4. He/she should possess a thorough understanding of real-time rendering workflows, as well as a strong understanding of Python and C++.

RESPONSIBILITIES

- Develops and maintains tools in Unreal
- Builds improve and maintain scalable Blueprints
- Develops workflows and tools to seamlessly transfer data from 3D softwares to Unreal
- Develops engine tools to aid both artist and client workflows
- Leverages current technology, research, and development trends to innovate and advance the internal technologies
- Designs, implements, and releases state-of-the-art components and applications for mission-critical, high performance, and globally distributed systems
- Writes technical briefs and user documentation
- Partners with production management to identify and schedule tasks

QUALIFICATION & SKILLS

- Minimum five (5) years of advanced experience with C++ in the games/animation industry producing production-quality code
- Minimum five (5) years of Unreal experience building, debugging and supporting complex setups in Unreal
- Bachelor 's Degree or equivalent experience in animation or gaming industry
- A thorough understanding of real-time rendering workflows
- Strong understanding of content structure and management of C++ code bases with the ability to quickly learn existing code bases
- Good level of debugging skills, with the ability to perform profiling and optimization
- In-depth knowledge of Unreal Engine 4 blueprint logic and gameplay logic assemblies
- Is able to put together high-quality production code for both single and multiplayer games. Understanding of sound programming practices
- Practical problem-solving applicable to 3D game/animation development
- In-depth knowledge of at least one of the following areas: Engine, AI, UI, Audio, Gameplay, Physics, Rendering, Multiplayer

SOFTWARE REQUIREMENTS

- Unreal (required)
- Python (required)
- C++ (required)
- Unity (a plus)
- 3ds Max (a plus)
- Maya (a plus)
- Houdini (a plus)

ADVANTAGES

- Knowledge of game pipelines including Maya, Mobu, P4, UNITY, Unreal, CryEngine or the equivalent base technology
- Knowledge of production management software such as Shotgun or equivalent
- Knowledge of Perforce file management tool
- Comfortable working in small group environments to accomplish larger tasks
- Self-driven, capable of working well under deadlines