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# Senior Generalist Programmer

**Reports To**

Lead Programmer

**Responsibilities**

* Develop generic systems that will support the work of the specialist programmers (AI, 3D, physics, sound, animation, etc.) and meet the design and technical needs of the project
* Work as a key part of an agile development team, and assist the lead with planning and review of features and mentoring less experienced programmers
* Implement innovative solutions to feature requests, taking into account performance, maintability and appropriate resource usage
* Participate in the definition of coding practices and ensure coding standards are followed with regular code reviews
* Collaborate with stakeholders to gather and analyse technical constraints and establish solutions
* Demonstrate an understanding of load and feature testing , write test code, and develop test frameworks and processes
* Stay up-to-date with state-of-the-art technology and promote its use within the studio
* Integrate large-scale modules or components while minimising the impact on the rest of the programming team
* Contribute to and on occasion lead cross-studio collaboration communications in conjunction with the Lead Programmer
* Establish and maintain contact with their counterparts within the studio, share knowledge and best practices, and put those learnings to use on their projects
* Involved in the optimisation of systems

**Skills and Knowledge**

* Knowledge of most areas of game development (physics, AI, gameplay, rendering, online, tools, UI, audio) with reasonable expertise in at least 1 area
* Excellent C/C++ programming skills, with excellent knowledge of object oriented development including design patterns and UML
* Extensive experience working with a large game codebase, and it's modules, middleware and associated pipeline
* Deep understanding of software performance considerations, with ability to design and implement well performance systems/features
* Significant knowledge of common algorithms, data structures and patterns, and their application
* Proven ability to analyse unfamiliar code of a reasonable complexity to understand, extend, refactor and optimise an existing module
* Proven ability to debug defects of a reasonable complexity, including memory related issues, multi-threading, and assembly level debugging
* In-depth knowledge of different software development methods such as Test Driven Development, Unit Testing, Agile etc.
* Understanding of the constraints and technical requirements for console platform development within their area
* Excellent interpersonal and communication skills
* Ability to mentor others

**Relevant Experience**

* Bachelor’s degree in computer science or computer engineering or equivalent experience
* 6 years commercial software development experience with significant involvement in multiple published games in a relevant programming capacity is a major plus
* Experience working with at least one modern console platform is an advantage
* Experience with profiling tools
* Experience working in a multi-site collaboration environment is a plus