



## **Junior Programmer**

### **Reports To**

Lead Programmer

### **Responsibilities**

- Work as a key part of an agile development team, taking responsibility for implementing software components under the supervision of their lead or another programmer;
- Use practical solutions to implement feature requests;
- Be aware of technical constraints for systems/features;
- Write clear and well-structured code using the appropriate data structure and algorithms while bearing in mind performance, maintenance and architectural requirements;
- Include comments in the code and document implemented features;
- Code incrementally and take care not to break existing features;
- Carry out regular functional check-ins, to progressively integrate development into the shared code base;
- Ensure that code changes are fully tested by yourself and involving dev QC when appropriate;
- Follow all relevant guidelines and processes, including coding standards, check-in procedures and code reviews;
- Show the ability to use the relevant tools of their job including Visual Studio and perform;
- Keep abreast of technology advances within the field.

### **Skills and Knowledge**

- Good C/C++ programming skills, with good knowledge of object oriented development and some experience with design patterns;

- Some prior experience working with a game codebase, and its modules, middleware and associated pipeline;
- Basic understanding of speed and memory considerations;
- Some knowledge of common algorithms, data structures and patterns, and their application;
- Ability to work as part of a team;
- Ability to adapt to change;
- Good interpersonal and communication skills.

### **Relevant Experience**

- Bachelor's degree in computer science or computer engineering or equivalent;
- Experience with commonly used development tools such as Visual Studio, and source control is a plus.