



Freejam is a game development studio based in Portsmouth Harbour, UK. This small indie team is punching well above its weight with the hit game Robocraft which has exploded with over 6 million registered users and is expanding worldwide.

JOB TITLE:

GRAPHICS PROGRAMMER

JOB SUMMARY:

We are looking for an extremely talented Graphics Programmer to help implement and maintain pipelines. Ensuring that code is optimized to the highest level, this role is to support and develop the exciting visuals for Robocraft.

RESPONSIBILITIES:

- Taking responsibility for graphics development on the project.
- Developing, documenting, testing and maintaining highly accessible graphical features in collaboration with other members of the team.
- Proactively and methodically improving quality and efficiency of relevant tools, processes and runtime functionality.
- Troubleshooting graphics related issues.
- The research and application of relevant emerging technologies.

SKILLS:

- A passion for graphics development.
- Strong C++ skills and exposure to a wide range of graphical techniques and effects.
- Next Gen and current generation console experience is preferred but PC is also of interest.
- Experience and knowledge of high level shader languages.
- Proficiency in maths/3D geometry.
- Good management, communication and scheduling skills.

To apply, please send your C.V and a link to your portfolio to Stuart Godfrey at: sgodfrey@freejamgames.com