



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:

PHYSICS PROGRAMMER

JOB SUMMARY:

As our Physics Programmer you will work on low level physics systems as well as help increase the features and potential of our physics technologies on Robocraft. Working with other departments such as A.I. and Animation to solve complex physics problems.

RESPONSIBILITIES:

- Strong C/ C++ programming skills, knowledge of 3D graphics/geometry
- Solid mathematical ability.
- 2/3 years in a similar role Familiarity with rigid body physics.
- Experience with vehicle dynamics are preferred but by no means essential.
- You will have been responsible for the physics implementation in at least one completed title.
- Strong written/verbal communication skills.
- Strong time management and organisation skills.
- A passion for games and programming.
- A logical thinker with strong problem solving skills.

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