POSITION: Senior Game Platform Developer - Multiplayer
LOCATION: US Remote
CONTRACT: Full-time Staff / Permanent
CONTACT: katharine[@]rachellelewis.com

RLT is seeking a **_Senior Game Platform Developer - Multiplayer_** for a US-based client that is building something special: new kinds of toys, and new experiences to go along with them. This is a well-positioned startup led by individuals from the Feature and Gaming space on a mission to empower, educate, and entertain the next-gen of collectors around the world. Already receiving excellent press and employee reviews, this company is setting themselves apart from other "NFT" developers on a number of fronts.

JOB SUMMARY

Our client is looking for an applicant that has excellent technical skills and industry experience in developing multiplayer solutions for Unity. You will help our client develop the in-house solution for supporting multiplayer games, working on a platform that will eventually support multiple diverse titles, launched globally. Your input will be an integral part of the company's decision-making process in bringing the roadmap to fruition. Our client is looking for a programmer with existing front-line experience in developing netcode for live multiplayer games. You will have shipped several Unity titles and at least one multiplayer game as a network programmer. A focus on performance and problem solving will be essential. You will understand the importance of communicating with stakeholders, predicting (and communicating risk) and keeping an eye on future developments and opportunities. Daily development work will include developing our client's multiplayer solution, assisting the company's gameplay coders with integration and bug fixing. You will also liaise with the back-end team and have regular contact with stakeholders across the organization.

RESPONSIBILITIES

- Architect and implement features of a cross platform netcode solution
- Identify and manage potential risks, from various stakeholders' perspectives.
- Work closely with the game team on multiplayer implementation
- Work with the server team
- Write performant, re-usable code
- Onboarding other developers with multiplayer best practices.
- Work with colleagues to define and execute on a long term roadmap

REQUIREMENTS

- A strong network programmer with professional experience in writing netcode.
- Experience with Photon or similar, comparable multiplayer solutions.
- Strong understanding of networking risks, solutions, and how they affect stakeholders.
- Strong communication and product leadership skills.
- Ability to plan and communicate multiplayer architecture decisions.
- Strong analytical skills.

- Excellent communication skills.
- Result-oriented.
- A love of quality in what our client is building.
- Open minded and humble.
- Flexible and adaptable to unfolding project needs.
- 3+ years of experience of Unity3D development in C#.
- 2+ years of direct industry experience in programming network code for multiplayer games.

If you are interested in talking about this opportunity, please email us and include your resume.

If you fit the criteria, the next step would be setting up a phone call where we can give you the full download after signing an NDA.

Thank you - http://rachellelewis.com/

Contact: katharine@rachellelewis.com with resume if interested.

RLT is an employer-paid talent acquisition company; there is never a fee to the candidates.