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# Example of Client Engineer Job Description

Our growing company is hiring for a client engineer. If you are looking for an exciting place to work, please take a look at the list of qualifications below.

## Responsibilities for client engineer

* Troubleshooting routing and firewall policy problems end-to-end
* Configuring user authentication and other application systems
* Work closely with the game designers and artists and will create features and frameworks
* Utilize your engineering skills and express your creativity as a game developer
* Strive to improve the quality of the user experience on all client platforms that are supported by Hearthstone
* Develops solutions for difficult-to-complex systems engineering problems, often without sufficient documentation readily available, and does so in a timely manner
* Leads issue resolution activities, using knowledge of complex systems
* Possesses full understanding of how changes will adversely impact the subsystem and all of the products that use that subsystem
* Configure accounts in MPX to implement customer workflow
* Assist in unit testing, on site installations, performance tests, configuration

## Qualifications for client engineer

* A minimum of 3 years’ experience coding gameplay, and / or UI systems for large scale software projects
* Experience developing multi-platform UI (PC and mobile)
* Extensive knowledge of Enterprise data and voice networking technologies
* General knowledge of common Enterprise IT network applications and industry trends
* SIP and Carrier Ethernet expertise preferred
* A minimum of 6 years’ experience in coding gameplay and user interface (UI) systems with at least one shipped online multiplayer title