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# Example of Tools Programmer Job Description

Our innovative and growing company is hiring for a tools programmer. Please review the list of responsibilities and qualifications. While this is our ideal list, we will consider candidates that do not necessarily have all of the qualifications, but have sufficient experience and talent.

## Responsibilities for tools programmer

* Document the work so that others could understand how to use the new systems and functions
* Create various tools for production and studio
* Manage, develop, and drive the tools and pipelines to be delivered
* Improve the existing processes and standards in tools programming
* You'll care deeply about tools and workflow, and you'll take a key role in their creation, working from concept through delivery to boost our team’s creativity and productivity
* Build visualisations, editors, and other debug tools to support the construction and operation of our games
* You'll advise and assist other programmers and disciplines so that we are all best placed to use tooling to make an even better game
* You'll represent the game’s agenda when collaborating with centralised Studio resources, such as our Build and Engine teams
* Innovate, experiment, learn every single day
* Create network interfaces to proprietary software, hardware and related third party products

## Qualifications for tools programmer

* Bachelor’s Degree in Computer Science or other analytical discipline or equivalent experience
* Minimum of two years of IT experience in a large enterprise environment
* Minimum of two years’ experience in an enterprise IT support role
* Experience with administration and support of software systems
* Programming experience, or equivalent college level programming classes
* Familiarity with Microsoft development tools such as Visual Studio, SQL Server Integration Services (SSIS), SQL Server Reporting Services (SSRS), and Team Foundation Server (TFS)