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

- A minimum of 6 years' experience in coding gameplay and user interface (UI) systems with at least one shipped online multiplayer title