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

## Responsibilities for engineer networking

- Report progress and results of the tasks performed periodically (to team and management)
- Performs incident and problem management resolution
- Implement solutions to synchronize gameplay systems between multiple players
- Analyze and manage bandwidth usage taken by the client
- Implement features to mitigate latency in regard to gameplay features (prediction, interpolation, lag compensation)
- Make the client robust to cheating and griefing
- Work on related online features, such as matchmaking
- Participate to the implementation of asynchronous online features
- Work with designers and gameplay programmers to establish guidelines and best practice in regard to developing for an online environment
- Test and integrate LED light engines and LED drivers for new products

## Qualifications for engineer networking

- CCNA or equivalent certificate
- Strong written and verbal communication skills, to be able to communicate with senior management
- Practical understanding of the OSI model (how different devices, protocols, and applications can interoperate to provide a network)
- 5 + years experience in a Tech Support environment including a minimum of

- Must possess a Bachelor of Science in Computer Science or equivalent experience
- Familiarity with UNIX (BSD and Linux) scripting languages (Perl, Bash, Kixtart)