Our company is growing rapidly and is searching for experienced candidates for the position of technology development. Thank you in advance for taking a look at the list of responsibilities and qualifications. We look forward to reviewing your resume.

Responsibilities for technology development

- Conduct tag audits
- Map out current integration – visualize current campaign set-up and identify areas of improvement
- Establish consistent cadence for team meetings
- Establish and maintain structure within the Game Development team utilizing strong organizational skills
- Participate in the game design process to ensure the high quality, innovative games and features
- Build a smooth R& D and development process, working hand-in-hand with other department stakeholders
- Work collaboratively with Producers to define scope and turn product requirements into functional specs
- Contribute to and enforce engineering best practices including peer reviews, coding standards
- Ensure continuous improvement and delivery of a robust, fast game engine
- Collaborate with the Pipeline/Tooling group to optimize production efficiency and speed

Qualifications for technology development

- Experience with distributed computing and datacenter system architecture
- Proficiency in project management, project planning, and computer

- Demonstrated capability to work with diverse technical groups to solve problem root causes and implement solutions
- Previous experience in the areas of mask tapeout, tapeout data manipulation, or design rule and/or tapeout related flow programming would be an added advantage
- Experience working with Karma, Jasmine and similar test frameworks
- Demonstrate usage of the principles and practices of TDD