Our company is growing rapidly and is looking for a tools programmer. If you are looking for an exciting place to work, please take a look at the list of qualifications below.

Responsibilities for tools programmer

- Minimize the impact of integration on various existing processes
- Document his work in order to transfer knowledge and enable users (other programmers and team members from remote locations) to understand how to use the new systems and features
- Communicate with other software developers to address any problem in the program logic
- You will be working in a large scale software development environment in collaboration with professionals from the games industry
- Collaborate with designers and other programmers to create the tools that our content creators use to tell stories
- Design, create, and maintain narrative tools and player-facing systems that meet feature, technical, and schedule requirements
- Integrate, adapt, and maintain internal and external libraries, tools, and packages used in our games
- Support the content creators that use the tools you create
- Work closely with QA and technical leadership to ensure the stability and reliability of narrative tools and systems by identifying, communicating, and resolving defects
- Assist with keeping documentation of various procedures up-to-date

Qualifications for tools programmer

- Godly programming skills, especially in C#

- Commitment to code quality and also to documentation and testing procedures (we mean it!)
- Pleasant communication and team work skills
- Unstoppable desire to integrate and develop cutting edge game development tools
- Experience and willingness in mentoring less experienced team members – We want a SWAT team