

# SMOKING GUN™

## INTERACTIVE

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### Programmer

Smoking Gun Interactive is looking for an enthusiastic individual to take on the role of **Programmer**. The ideal candidate should have some game programming experience and be able and willing to work on any area of game programming needed.

#### Responsibilities include:

- Produce high-quality, efficient, clean, and modular code
- Creatively resolve game technology production issues
- Be able to meet production schedules and deadlines
- Proactive in identifying tasks/problems that need tackling, outside of known scheduled work.
- Must provide and accept feedback on all aspects of code quality (performance, readability, testability, design)

#### Qualifications:

- 1 to 2 years experience as a Programmer in the game industry and or related field (inclusive of a Coop term or internship)
- Bachelor's degree in Computer Science, Engineering or equivalent
- Passion for playing and creating innovative games, must consider themselves a gamer
- Working knowledge of C++/C#
- Must be strongly self motivated and an independent worker
- Excellent problem solving abilities, proven ability to tackle hard problems in creative ways
- Excellent oral and written communication skills
- Positive attitude with a desire to work within a team environment towards a common goal
- Ability to estimate work load and execute on the work in the time estimated

#### Assets:

- Experience in the gaming industry
- Experience with C++ / C# / Actionscript
- Console programming experience, Xbox 360 and or PS3