

## Experienced Programmer Position – March 2010

### Company Description:

1st Playable Productions, LLC is an independent game development studio with a focus on handheld games for kids and the young at heart. Our mission is to combine entertainment and education to inspire kids, gamers, and game developers. We love finding ways to get more out of limited game platforms, and are licensed to develop for Nintendo, Microsoft, and other platforms. 1st Playable is also committed to positive social impact and community outreach, particularly in conjunction with educational organizations. We make a difference in our communities with the games we make and how we create them.

### Position Description:

1st Playable is seeking an experienced game programmer to lead development of high quality 2D and 3D games while working closely with a small team on a variety of platforms including the DSi, Wii and iPhone.

The successful candidate will demonstrate the ability to design, write, document, and maintain solid code; lead a small team of programmers; collaborate with coworkers and communicate with clients; and plan and evolve a reasonable schedule. Applicants should show initiative and resourcefulness in problem solving, and enjoy the challenge of making great games while working within constraints. Candidates should be driven to try new approaches and innovate whenever opportunity arises. The ideal applicant is passionate and committed to making games and also wants to have a broader impact than a list of game titles.

### Required:

- A degree in computer science or a related discipline.
- 2-5 years experience in game development on console and/or handheld platforms.
- Strong experience in C and C++ (familiarity with ARM or PowerPC assembly a plus).
- Ability to work with and improve legacy codebases and toolsets.
- Ability to develop, execute, and maintain a feasible plan and work schedule for a team.
- Experience in code and design reviews.
- Excellent problem solving and debugging skills.
- Ability to work effectively on a team, including strong communication and documentation skills.
- Willingness to participate in community service and outreach.
- Enthusiasm for having fun while making great games!

### Desired:

- Experience with agile software development methodologies such as PSP, Scrum, or XP.
- Experience with 3D engines, 3D mathematics, and animation systems.
- Experience with automated testing and debugging.
- Experience with AI systems or player handling.

### Contact:

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