



GAME PROGRAMMER (Unity)

Come be a core member of the game development team at GameCake! You will work with talented game designers, artists, and other programmers to create innovative new features and content for our players. We place a heavy emphasis on work/life balance, and job fulfillment is a top priority for our team. Your responsibilities will vary greatly across a number of sub-disciplines within game development. You will also be deeply challenged to deliver high quality results in a short amount of time, as is necessary in a startup environment. Every task you perform will be mission critical and crucial to the success of the mission. Work at GameCake and help us create the future of gaming.

Required experience or skills:

- Bachelor's Degree in Computer Science, a related discipline, or equivalent work experience
- Minimum of 3 years of work experience as an engineer/programmer, *not including internships or school*, on a professional game programming team, doing the following:
 - Core game feature development, debugging, code architecture, and code review
 - Participation in a professional game production / agile environment (task time estimation, feature prioritization, etc.)
 - Experience with key components of a game lifecycle (feature development, QA/bug-fixing, launch, etc.)
- Strong expertise in Unity and C#, preferably for mobile platforms
- Have written native code for iOS or Android in the past
- Ability to work on-site at the GameCake offices in downtown Los Angeles
- Understanding of how to receive feedback in a professional and non-personal manner
- Can be a reliable team member who communicates well and often with peers and leads

You get bonus points for:

- A passion for playing and creating local multiplayer games (also known as party games). Experience thinking critically about video game design and participating in a professional creative environment
- Shader programming experience, especially within Unity
- Networked multiplayer programming experience
- Experience thinking critically about video game design and giving constructive creative input

GameCake is the first Connected TV gaming platform company. We are pioneering in a new market through the production of **original games, proprietary technology, and publishing services.**

Qualified candidates should [apply here](#).