

C++ Programmer (Integration)

Send your resume, including links to some of your projects to: jobs@tsugi-studio.com

Do you love learning new APIs and SDKs, building bridges between different technologies, and developing new tools and workflows that empower their users?

Come to Japan and help us develop the content creation tools of the future! As part of our R&D team, you will work on systems that will be used by major Japanese and Western game and animation studios across their titles.

Your main task will be to integrate our core technologies in the leading applications for digital artists, in the form of plug-ins, APIs and more.

Basic skills required:

- Good knowledge of C++
- Good knowledge of software architecture
- Quick to grasp new APIs and SDKs
- Keen eye for optimization of resources and CPU usage
- Good written and verbal communication in English or Japanese
- Excellent organizational skills

***Not* required, but experience in one or more of these fields could be interesting:**

- Development of plug-ins for audio software (VST / AAX...) or graphics and animation packages (After Effects, Maya...)
- Development with game middleware, such as Unity or Unreal.
- Developing with game audio middleware, such as Wwise or FMOD Studio
- Development on macOS
- Development on iOS / Android

Benefits

- Salary and title based on skills and experience
- Annual bonus based on employee and company performance (usually 1 to 2 months of extra salary)
- Commute paid by company
- Health insurance and retirement plan
- Flexible working hours
- 16 public holidays, summer & end of year company time off, 2 weeks+ paid time of
- If you are not in Japan: sponsoring of your work visa and help settling in

This position is based in our office in Niigata, Japan. Japanese language skills are not required for this job.

NO RECRUITERS, NO CONTRACTORS, FULL-TIME WORK ON SITE ONLY.



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