

C# Tool Programmer

(send your resume to jobs@tsugi-studio.com)

Are you ready for the adventure of your life? Move to Japan and help us design amazing tools for the creation of games and movies! As part of our R&D team, you will develop software that will be used by major Japanese and Western game studios across their titles.

Basic skills required:

- Excellent level in C#
- Proven experience working with WinForms or WPF
- Able to recognize what constitutes a good UI/UX
- Focus on extensibility and maintainability of code
- Focus on optimization of resources (memory, disk...)
- Excellent organizational skills, resourceful and autonomous
- Working proficiency in English

***Not* required, but could be interesting:**

- Audio or graphic plug-in development experience (VST, AAX...)
- Mac OS development experience
- Experience working on asset creation / management tools
- Game console programming (Xbox One, PS4 etc...)
- Mobile platform programming (iOS, Android)
- Unity development experience
- Solid foundation in math / physics

Benefits

- Salary and title based on skills and experience
- Annual bonus based on employee and company performance
- Health insurance and retirement plan
- 5-day working week, with 8-hour work per day (flexible schedule with core hours)
- National holidays and 2 weeks of paid holiday (increases with time in company)
- Commute paid by company
- If you are not in Japan: help to relocation and sponsoring of your visa

This position is based in our office in Niigata, Japan. We are located in the center of the city (8-minute walk from the main train station). Niigata is famous for its awesome food and is less than 2 hours away from Tokyo (this position may include one-day trips to Tokyo to visit clients with the team). Japanese language skills are not required for this job.



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