

GAME PROGRAMMER



Please send your resume to jobs@tsugi-studio.com

Full-time position, junior to senior level, based in Niigata, Japan.

No remote work, working visa provided, Japanese language not required.

WHO YOU ARE

REQUIRED:

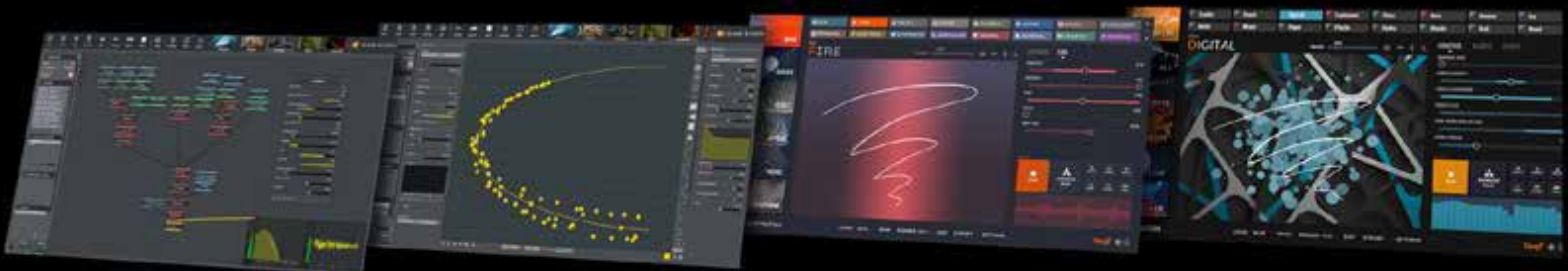
- Comprehensive knowledge of C++ or C#
- All-around knowledge of Unreal or Unity development
- Keen eye for optimization (CPU, memory, disk...)
- Great organizational skills and attention to detail
- Good written and verbal communication in English

INTERESTING:

- Domain of expertise (VR, shaders, physics, animation...)
- Experience developing plug-ins/add-ons for game middleware
- Console development experience
- Smartphone development experience

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, 2 weeks paid time off (increases with time in company)
- Extra company time off during winter/summer vacations
- If you are not in Japan: sponsoring of your work visa, and help to settle in
- And more!



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