



Physics for Fun and Profit Programmer

Velan Studios, a small independent game developer, feels that physics is an underutilized tool in a game designer's toolbox, and we want you to change that.

Some things you might find yourself doing in this role:

- Owning the collision and physics systems; design, implementation, testing, review and iteration.
- Informing build vs buy choices regarding physics systems.
- Integrating a physics system into our game engine.
- Optimizing physics code to perform well on constrained targets.
- Maintaining the content creator interface to physics.
- Brainstorming crazy new physics-based game mechanics with designers and programmers.

Qualifications:

- Knowledge of, and experience with, Bullet, PhysX, Havok, and/or other physics engine.
- Understanding of the mathematics behind rigid body physics.
- Fluent in C and C++.
- Ready to collaborate with designers and gameplay programmers.
- Unconventional thinker with an aversion to unwarranted complexity.
- Loves helping team members be more creative and efficient.
- Wants to be an active member of regional technology and game development community.

Nice-to-haves:

- Working understanding of Unreal Engine 4, and for double bonus, other big name engines.
- Capacity to build a rigid body physics engine from ground up.
- Knowledge of assembly and SIMD.
- Experience with data-oriented, multi-core-friendly design.
- Degree in computer science or equivalent study in related field.

To apply for this position, send your resume and cover letter to jobs@velanstudios.com. Be sure to reference the position you're applying for in the subject line.