



Job Title: Senior Programmer

Type: Full time

Description: Disbelief is a game development studio focusing on contracting and consulting services. We've worked with both AAA and independent studios to help their projects ship. Notable projects we've worked on include Gears of War 4, Borderlands: The Handsome Collection, and Perception.

At Disbelief, we're problem-solvers, first and foremost. We like to dive in to figure out the reasons something isn't working before fixing it. We take pride in solving problems others can't. We value a sensible work-life balance and work environment. We work with leading edge technologies to make them perform at the top of their capabilities.

Currently, we're looking for a senior programmer. This opportunity is for a full-time position in Cambridge, MA or Chicago, IL. Senior programmers at Disbelief are leaders and developers in their project. You should be comfortable working independently and with a team to develop, test and integrate software into a larger codebase. A key responsibility is mentoring and guiding fellow programmers to improve.

Key Responsibilities

- Clearly communicate your work to others
- Mentor fellow programmers in and out of your team
- Communicate with clients on team progress and problems as they arise
- Debug code with precision
- Estimate your and others work
- Assess impact of issues on schedule
- Diagnose and solve performance issues
- Document your code
- Study version histories and code documentation to solve present problems
- Implement features in innovative ways

Skills and Requirements

- BA/BS or MS Degree in Computer Science, or equivalent experience
- Excellent communication skills, both verbal and written
- 3-5 years of experience in writing software in C++
- 3 years in a game development, or similar role
- Experience working on a large code base
- Experience with version control with P4, git, or equivalent
- Experience with multi-threaded systems

Location: Cambridge, MA or Chicago, IL

Remote: No, but we do enjoy working from home up to two days a week, when project constraints allow.

Visa Sponsorship: No

Technologies: Most of our work is C++ of varying standards with a sprinkling of other languages as needed for tooling. We do a lot of graphics programming work, using shader languages and platform graphics APIs. Since we often are debugging the lower levels of systems, being able to read x64 or ARM assembly is useful. Primarily we work with Unreal Engine 4, but we also work with Unity and custom game engines. Our work uses rendering, physics, audio, VR, AR, and other APIs frequently. Our primary platforms are PC, Xbox One, PS4, Switch, and VR/AR devices.

Contact: jobs@disbelief.com