



Job Title: 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 Tactics*, *Gears 5*, *Borderlands 3*, and *Spellbreak*.

At Disbelief we value work-life balance, and want to create an alternative to the crunch-culture prevalent in game development. We also believe strongly in investing in our talent and our team. Disbelief is a place to puzzle out the solutions to cutting-edge problems in graphics and engine programming, but also a place where people can grow their careers and skill sets as valued members of a stable and close knit team.

Currently, we're looking for a programmer. This opportunity is for a full-time position in Chicago, IL or Cambridge, MA. Programmers at Disbelief are called on to develop and debug in a variety of areas from game play to core engine programming. You are expected to learn new systems and projects as you grow as a developer. You are also expected to use your knowledge to solve problems both you and others in your team have.

Key Responsibilities

- Clearly communicate your work to others
- Debug code
- Estimate task work
- Assess impact of issues on schedule
- Write performant code and specialized systems
- Document your code
- Study version histories to guide current problems
- Implement new system features

Skills and Requirements

- BA/BS in Computer Science, or equivalent experience
- Excellent communication skills, both verbal and written
- 1+ years of experience in writing software in C++
- 1+ years in game development, or 3+ in a related industry
- Experience with version control with P4, git, or equivalent
- Understanding of multi-threaded systems

Location: Chicago, IL or Cambridge, MA

Remote: No. Currently all of Disbelief is working remotely during the pandemic. Post-pandemic our plans are to return to a hybrid model where we still live near the office but often work from home. Some of our projects require access to physical infrastructure.

Visa Sponsorship: No. Disbelief does not offer visa sponsorship at the current time.

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, 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 consoles, Playstation consoles, Switch, and VR/AR devices.

Contact: jobs@disbelief.com