Lead Programmer

Hammerhead is an immersive media company, focused on creating the next generation of virtual worlds and entertainment for VR/AR/MR.

With unique production capabilities and state-of-the-art 3D/4D capture facilities across our two specialist studios, Hammerhead and Dimension, we are busy working on exciting original games, cool projects and R&D collaborations.

We love to work with people who want to bring original and amazing ideas to life to craft extraordinary experiences and are seeking a like-minded Lead Programmer who can bring their knowledge and experience to lead a team of programmers on Hammerhead's upcoming projects.

This is a fantastic opportunity for you to join a rapidly growing and pioneering studio. We offer a competitive salary depending on experience, plus a range of other benefits including flexible hours. We encourage applications from people of diverse backgrounds.

Key Responsibilities

- Work on full production cycles from brainstorming and rapid prototyping to developing fully fledged systems and fine tuning mechanics, as well as stress testing and bug fixing. Developing innovative gameplay, AI, physics, UI, vehicles, weapons and character controls.
- Ability to turn creative design briefs into practical technical development plans. Identifying technical requires and potential difficulties of each project.
- Solve tough technical problems with simple, efficient and creative code.
- Perform team code reviews and provide feedback and advice to junior developers.
- Define and enforce high quality programming practices and coding standards.
- Help ship VR/AR/MR projects across multiple platforms including various headsets to PC, mobile and console.
- Liaise with external middleware providers and platform deployment teams.

Requirements

- You have advanced C++/C# programming skills with knowledge of best practice programming patterns.
- You are able to write clear, maintainable, modular and portable code.
- You have experience with Unity C# development and/or Unreal Engine C++ development.

- You have 3-4 years proven experience in game development, with shipped titles ideally including console certification.
- You have multi-platform development experience such as VR, AR, PC, console, mobile and/or web.
- Experience managing and directing a team of game developers, and able to track their progress against a schedule.
- You have experience working with source control systems and a solid understanding of how to coordinate development across a medium sized team.
- You are able to manage and prioritise your own workload and identify and act upon areas where internal processes and systems can be improved.

Desirable

- Familiarity with team scheduling and management tools such as Jira.
- Familiarity with virtual reality head mounted displays and motion controllers
- History of working within rapid prototyping environments, such as game jams
- Real passion for video games, films and other creative mediums