



Senior 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 Senior Programmer who can bring their knowledge and experience to work with 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.
- Solve tough technical problems with simple, efficient and creative code.
- Provide feedback and advice to junior developers.
- 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 console and/or mobile titles.
- You have multi-platform development experience such as VR, AR, PC, console, mobile and/or web.

- You have experience working with source control systems.
- 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 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