



## **System Administrator**

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 System Admin that can improve the quality of our build pipelines and maintain our technical infrastructure 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**

- Managing large amount of data, ensuring effective use of capacity and ensuring we have reliable backup systems
- Creating a repository for all latest builds across projects and sites that can enable developers to access builds efficiently
- Maintaining and improving all IT systems and equipment in the studio
- Managing and maintaining online services, such as user-logins and data servers
- Liaising between studios to create effective data transfer pipelines
- Troubleshooting any issues that the development team may have with the technical infrastructure of the studio
- Manage and improve network infrastructure and security (including building new WAN and VPN systems)

## **Requirements**

- You have experience with source control systems (e.g Perforce)
- You have experience in System Administration and Technical Support
- You are able to travel to support clients or work at promotional events
- You are highly self-motivated and collaborative
- You are constantly striving to learn and improve your skills
- You can effectively communicate with artists, programmers and other team members

**Desirable**

- Knowledge of game development software including Unreal Engine, Unity, 3DS Max, Photoshop, ZBrush
- 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

