Title:	Junior Programmer, Runaway
Responsible to:	Product Owner, Runaway
Direct Reports:	N/A
Functional Relationships with:	Programmers Community Manager Researcher Runaway Contractors Artists Product Owners Player Support Quality Assurance Designers

Junior Programmer

Come work in a positive, inclusive environment with a talented team of programmers, designers and artists creating exceptional games. We're looking for Junior Programmers to help build new games and work on live products. It is our dream to grow the leading global brand in nature games, producing a portfolio that has a positive impact on our players lives while progressing games as an artform and providing one of the best places in the world to work as a game developer.

Runaway brand values are reflected in everything we do.
Our why: Games are Engines of Happiness - bringing light to people's days to make the world a better place.
Our how: Players Come First. A Diverse, Inclusive and Supportive Culture. A Culture of Excellence. Building a Trusted Brand For Life.
Our what: Games Inspired by the Natural World.

Role & Responsibilities

This is what we aim to have you doing in the role, with assistance and support. If you have areas you need to develop, we will work with you on these areas to get you feeling confident and comfortable.

- Work alongside other programmers to maintain our current titles

- Be part of new feature development - build, test and iterate on new game features, with help and guidance from other Programmers and team members
- Iterative work - getting quick demos of features playable, then integrating feedback into the next revision
- Bug fixing and revisions
- Work with the design and art team to develop concepts for new mechanics
- Participate in the wider group design dynamic by play testing new features and products in the portfolio

Skills & Experience

Essential Skills:
- Solid, practical programming skills
- Proven game or app creation experience - this is a prerequisite to applying (send us something we can play, or code we can review, it can be simple!)
- Initiative to self manage and ensure your time is being used in the most efficient way possible to produce fun experiences for end users
- Communication skills and ability to work well within a team
- Experience developing for mobile, particularly with Unity
- C# skills

Preferred;
- Tertiary degree in Computer or Information Science
- Some experience developing with Cocos2d-x, C++, Lua would be of benefit (but is not expected) due to older products in our portfolio.

Apply

We take pride in our positive, friendly culture and hire people who want to be part of making something special with us. We're an inclusive group and encourage applications from people with diverse backgrounds.

We value and support our staff - you can expect a clear career development plan and support in professional development, opportunities to move sideways or upwards as you grow with us, a creative environment where everyone is encouraged and supported in pitching new game ideas, no-crunch culture, flexible work hours for work/life balance, group lunches, nature excursions and spending time with a talented and very friendly bunch.

If you feel excited about joining us, we'd love to hear from you. Please send your cover letter and resume to: careers@runawayplay.com