

## Job Description

4Sight Senior Unreal Developer		
<b>Grade:</b>	5	<b>Grade Responsibilities:</b>
<b>Salary:</b>	Competitive + excellent benefits	<ul style="list-style-type: none"> <li>▪ Provide leadership or management to key projects within area of expertise</li> <li>▪ Apply knowledge in area of specialism to influence project progression</li> <li>▪ Make independent decisions that determine the successful delivery or project outcomes</li> <li>▪ Proactively troubleshoot to identify solutions to problems in own area of work</li> <li>▪ Contribute ideas to improve working practices</li> </ul>
<b>Hours:</b>	40hrs per week. Mon-Fri (core hours 10am-4pm)	
<b>Location:</b>	Hybrid working – Manchester office and home	
<b>Reporting to:</b>	Lead Software Developer	

### The Role

Joining the C4X team, successful applicants will use the unreal engine to help develop a tool that allows scientists to visualize C4X's proprietary compound data in a desktop application and to allow Scientists to collaboratively design new compounds. The role will involve all aspects of the tool creation with tasks ranging from engine architecture and multiplayer coding, to developing VR experiences.

Applicants must be highly motivated and able to work with minimal supervision to produce work to a high standard, on time and needs extensive 3D games experience (console / pc) and be well versed UE4 development including C++ and blueprint scripting, along with all aspects of modern 3D game development.

As a senior developer the applicant will need to fulfil additional roles outside of just coding tasks. They will be in charge of large blocks of code and will need to take them from inception to completion. Starting with gathering requirements and creating specifications to planning tasks and producing a well tested module that delivers key functionality and fits into the long-term vision and scope of the 4Sight project. This aspect of the job will require high levels of professionalism as the applicant will need to interact with different departments and members from different disciplines in the company to achieve their objectives.

This is a fantastic opportunity to join a team doing pioneering work with unreal engines in the enterprise space.

### Responsibilities

- Develop key architecture and implementation of the core engine systems (UE4)
- Work independently to implement new functionality in game and tools
- Able to adapt quickly to new coding environments and programming standards
- Analyse performance and implement optimizations in both high and low-level code
- Work with other team members to implement complex systems
- Provide accurate schedules and estimates for completing tasks on time
- Design and implement whole architectural sections of code seamlessly integrating them into the existing code base.

- Liaise with other departments in the company to independently create the specifications for new modules in the 4Sight project.
- Take modules from inception to completion, including planning, development feedback and testing.
- Work as part of the larger team to help shape the directions of the 4Sight program, taking into account the project's current needs and resources in conjunction with its place in the company
- Interpret the requirements of the wider company that need to produce useful software and respond to feedback to improve the project.
- Be trusted to represent the 4Sight team to the larger company and to interact with external parties from business partners to external contractors

### Education & Experience / Technical Skills Required:

- Bachelor's Degree in Computer Science, or similar discipline
- Extensive experience in the games industry working on 3D console / PC games. (5 Years preferred)
- In-depth experience with UE4.
- Blueprints
- Advanced C++ programming skills.
- Networking Architecture
- HLSL
- Excellent 3D Math, Trig, and Linear Algebra skills.
- Programming for VR (HTC Vive, Oculus Rift, other).
- Familiarity with Visual Studio.
- Experience working on projects with Agile development processes.
- Good communication skills to break down and disseminate technical ideas to other internal and external parties of differing technical skills levels.
- Key understanding of the drug discovery workflows at C4X
- Strong focus on self-improvement and commitment to iterative design.
- Experience mediating discussions and understanding other parties positions and integrate their needs into the final product.
- Self-motivation.
- Flexible approach.
- Ability to work independently, but aware of when additional input is required.
- Excellent organisation ability.
- Excellent written and verbal communication.
- Creative thinking and enthusiasm for innovation.
- UI/UX experience
- Self-critical working methodology to ensure the best possible solutions are developed.
- Creativity in problem solving and the ability to think outside of the established solutions.
- Timeboxing and Project managements skills
- Deliver reports and progress updates at a high level.
- The ability to take other people's skills and experience into account to quickly come to the best answer for the project, in the most efficient way.

- Business skill and acumen to independently deal with external parties while representing the company.
- Strong interpersonal skills to ensure smooth running of working relationships while working well with disparate personality types and team members.
- Ability to take module requirements and turn them into fully spec'd ideas, understanding all the implications of any decision made.
- Key understanding of the business cost of technical recommendations and the ability to factor these needs into module decision making.

### Education & Experience / Technical Skills Desired:

- Master's degree in computer science, or similar discipline.
- AWS implementation
- Experience with multithreaded systems.
- Audio, Physics and Rendering experience.
- Source Control (Github, Perforce)
- Experience working with a wide array of low-level systems: graphics, networking, audio, memory management, tools, etc.
- Experience of distributed systems and data using cloud technologies and UE4.
- 3D Studio Max
- Jira
- Adobe Photoshop
- Basic science understanding/background (preferably chemistry) .