

Job Description

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

The Role

The role of Unreal Engine Programmer is to use the unreal engine to help develop a tool that allows scientists to visualise C4X's proprietary compound data in a desktop application and to allow scientists to collaboratively design new compounds. The role involves all aspects of the tool creation with tasks ranging from engine architecture and multilayer coding, to developing VR experiences.

This role requires an individual to lead or manage projects within the software development strategy and they will be relied upon to provide proactive solutions to problems that fall within their area of expertise. The individual will need to be able to adapt quickly to new coding environments and programming standards to support software development team and the wider C4X team of scientists.

Responsibilities

- Develop key architecture and implementation of the core engine systems (UE4).
- Make independent decisions that contribute to successful implementation of new functionality in game and tools.
- Analyse performance and implement optimisations in both high and low-level code.
- Work with other team members to implement complex systems.
- Managing projects and influencing successful outcomes by providing accurate schedules and estimates for completing tasks on time.

Education & Experience / Technical Skills Required:

- Degree in Computer Science or similar discipline
- 5 years' experience in the games industry working on 3D console/PC games
- 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.
- Excellent written and verbal communication
- Creative thinking and enthusiasm for innovation
- UI/UX experience

Education & Experience / Technical Skills Desired:

- Master's Degree in computer science or similar discipline
- AWS Implementation
- Experience with multithreaded systems
- Audio, Physics and Rendering systems
- Source Control (Github, Perforce)
- Experience working with 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)