

Tecknotrove Systems (I) Private Limited

Job Title:	Lead Game Programmer	Department:	Engineering
Location:	Andheri - East, Mumbai	Position Type:	Full-time
Experience:	2-4 years		

About Tecknotrove Systems

Tecknotrove Systems is a young and dynamic technology company headquartered in Mumbai. Tecknotrove is Asia's leading training and simulation company focused in developing simulation and virtual reality solutions for critical applications.

With a team of over 120 talented employees, we have delivered projects in over 24 countries around the world.

Our expertise lies in creating virtual worlds for critical applications using simulators and AR/VR technologies. The Company offers solutions for growing Industries like Automobile, Aviation, Defense and Mining.

Our corporate office is based in Andheri, Mumbai, and the manufacturing facility is in Gujarat.

Position Summary

We are looking for a Lead - Game Programmer to join our IT team! As a Lead, you will be responsible for implementing game functionality translating design ideas, concepts, and requirements into a functional and engaging product and managing a team of young developers.

Roles and Responsibilities

Design and Development

- Design and develop games on the Unity platform, as per design document and given specifications. (character or vehicle control, AI, game GUI, scoring and other game elements)
- Comprehensive research and development required for developing the game and its features.
- Troubleshoot and test the game including debugging.
- Contribute unique and personal ideas toward all aspects of the games production and development.
- Identify bottlenecks and bugs, and devise solutions to address and mitigate these problems.
- Direct experience with game logic, particle systems, client-server communication scripting, big data collection.
- Implement saved game data, like player progress, in a structured and extensible format like JSON or XML.
- Ability to deal with more than one project.
- Develop & Implement Algorithms using C#.
- Game play programming.
- Integrate 3rd Party Plugins.

Customer Interface (External and Internal)

- Interact with clients as and when required.
- Understand client requirements and translate same into game design
- Work closely in a cross functional team of developers, designers, skill developers and researchers to come up with a one-of-a-kind solution.

Team & Stakeholder Management

- Manage a team of young developers.
- Mentor and Coach the team to enhance their skills and competencies
- Work with your manager and Sr Management to ensure the implementation of the organization goals

Job Requirements and Qualifications

Tecknotrove Systems (I) Private Limited

Education	MCA/BSC/BE/ME or a relevant degree in Computer Science or IT.
Experience	4-6 years
Skills & Competencies	<p>Technical</p> <ul style="list-style-type: none"> ● Programming languages Known C, C++ or C#, SQL. (should have hands on 3 years' experience in coding) ● Game engine knowledge: Unity 3D, Unreal, Torque3d, Cocos, or Any other game engine. (Should have minimum 3 years of experience) ● Knowledge of game engine including GUI, asset bundles, materials/shaders, and iPhone/Android deployment. ● Knowledge of "version controller" like Git. ● Good knowledge of vehicle physics, game physics and particle systems. 3D math skills. ● Should have been a part of the entire life cycle of Game development. ● Should have been a part of development team of Minimum 2-3 published games. ● Experience in coordination with UI development team. Experience with third-party libraries and APIs. ● Working knowledge of the general mobile landscape, architectures, trends, and emerging technologies. ● Experience with multiplayer game development. ● Strong knowledge of object-oriented programming. ● Constantly learn and stay in touch with evolving game standards. <p>Behavioral</p> <ul style="list-style-type: none"> ● Should be passionate, energetic and love to play games and enjoy making them too. Should be a Game enthusiast, flexible to changes. ● Excellent communication and leadership skills. Good Team Player. ● Should be proactive and have excellent problem-solving skills. ● Must have excellent communication skills. (verbal, written, presentation) ● Ability to work within deadlines and under time pressure.