



Title:	Intermediate 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

Come work in a positive, inclusive environment with a talented team creating exceptional games. Runaway is a self publishing studio - we create original IP games for Free to Play Mobile.

We have exciting new games to roll out over the coming years, and we need more game programmers to help this happen! Come join our team at Runaway as we iterate on our current titles and create the future titles in our portfolio.

Role & Responsibilities

- Develop features for mobile products efficiently without assistance. Assist other Programmers to develop features and content.
- Confidence in mobile game development so that you can conform to conventions with a focus on upskilling and improving.
- Develop code to a high and professional standard and integrate feedback into future revisions.
- Have a reputation for trusted code. Team members can trust that components you have built will work in most situations.
- Clear documentation of complex systems for mobile.
- Strong use of programming languages relevant to the project development environment (Eg. C#, Unity, C++, Lua).
- Competence in mobile SDK implementation and updates, platform build systems, 3rd party tech relevant to mobile so that you can problem solve these areas comfortably.
- Has great time management skills to meet deadlines with exceptional code.
- Take initiative in your own upskilling.
- Has great communication skills to work effectively within a team and with the lead programmer/tech lead.

- Is capable of leading discussions, suggestions and ideas in concept development for new mechanics and products.
- Consider player behaviour and positively contribute to ideas to improve player experience.
- Competence in mobile project set up / architecture, with some assistance from more Senior Programmers.

Skills & Experience

Essential Skills:

- Solid, practical programming skills.
- 2+ years experience employed in a programming role.
- Proven game or app creation experience - this is a **prerequisite to applying** (send us something we can use or play).
- Must have experience developing for mobile with Unity.
- Strong C# skills.
- Experience using Git, or other CVS.
- Initiative to self manage and ensure your time is being used in the most efficient way possible to produce fun experiences for end users.
- Great communication and teamwork.

Preferred;

- Tertiary degree in Computer or Information Science.
- Experience developing with Cocos2d-x, C++, Lua is not required, but could be beneficial.

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: kylie@runawayplay.com