



wonderstruck

**We need a...**

## **Placement Software Engineer - Games**

**Join Wonderstruck and be key part of the team creating a next-generation voxel sandbox MMO, Boundless.**

In Boundless every player lives, builds, fights and survives together in the same universe of procedurally generated worlds. It's the world's biggest sandbox and we're are looking for talented and creative students to help us build it.

Boundless was announced at Paris Games Show by Sony Computer Entertainment in Oct 2015 and has received praise from numerous prestigious games sites. For more information about the game go to [playboundless.com](http://playboundless.com).

### **Position Summary**

As a Placement Software Engineer - Games, you will be responsible for implementing gameplay features and systems that provide the players of Boundless with a rich and diverse gaming experience. Joining our growing development team, you will have the opportunity to contribute to many areas of Boundless. You will play an important part in allowing players to explore, fight and build to survive. Make your mark in Boundless.

All placement students are expected to have excellent analytical abilities, and demonstrate a strong sense of product ownership, with a passion for technical excellence. We are looking for engineers who are proactive, vocal and passionate about contributing to all areas of our game and technology.

### **About Wonderstruck**

Wonderstruck is a creative environment where you will have the opportunity to participate in the development of other areas of our products. We also believe building a strong community is key to the success of our games. We encourage our team to share progress on in-development art, designs and prototypes via Twitter, Twitch streams, YouTube and participate in online discussion with our community.

Wonderstruck is the in-house game studio of Turbulenz. Formed in 2012 by a team of experienced developers from Sony Computer Entertainment, Lionhead, Electronic

Arts, Eidos and Square Enix. We are based in Guildford, UK.

### **Duties and Responsibilities**

- Responsible for working efficiently and creatively with other disciplines to take technical/game briefs to realise creative ambitions and showcase content within a specified time frame.
- Ensure good communication & coordination between the programming and other parts of the company (Production, Art, Design and QA).

### **Essential Skills and Experience**

- Studying Computing, Mathematics, Physics, Engineering or related technical degree.□
- Strong programming skills with knowledge and experience in C++ or C#.
- A passion for creating awesome games.
- Effective communicator and a team player.
- Excellent time management and organisational skills□.
- Comfortable in a fast-paced and fast changing agile entrepreneurial environment.

### **Extra Skills and Experience a plus**

- Knowledge of methods and techniques within a game engine.
- Knowledge of DirectX and SDKs.
- Knowledge of low level systems: assembly language, GPU optimisations all a plus.
- A passion for playing MMO or voxel based games.
- Agile production methodologies.

All candidates must be eligible to work in the UK.

For further questions or if you would like to apply for this position, please send your CV and covering letter to Nicola Nehm at [careers@turbulenz.com](mailto:careers@turbulenz.com).