Job Specification

Student Placement – Games Programmer

Mediatonic is an award winning independent games developer based in Soho, London and Brighton. We're passionate about creating original games that bring millions of people together.

We work across a range of different digital platforms, building connected experiences for clients such as Adultswim, Disney, Nickelodeon, Cartoon Network, SEGA, Sony, Nintendo, EA, Pixar, Universal and Warner Brothers.

Mediatonic is currently growing rapidly – we're focused on the cutting edge of digital games, constantly exploring new technologies and solutions to improve the content we make.

This is a full time paid position based in our London office. It is a placement position for 1 year starting in the Summer of 2013.

Key Responsibilities

On placement with our Engineering team, you will be part of a world-class group of developers building technically challenging games for a variety of platforms, including mobile, console and web. You will make a true impact on our games, and will be responsible for designing and implementing game systems and features during your internship.

Requirements

- A strong passion about computer programming. Ideally you should have a record of personal software projects outside of assignments.
- Excellent programming and computer science skills. You will be writing code during the interview process, and will be contributing to production code very early in your placement.
- Currently pursuing a university degree in computer science or a related field.

Application information

Successful applicants will be set a short programming test before being invited to an interview.