FERAL

MAKE YOUR PLAY

Game Developer

Feral Interactive, a leading developer and publisher of AAA games for Mac and Linux, is offering year-long industrial placements to university students currently studying Computer Science or a related degree.

Our game developer placements involve working on real game code: you'll be porting top PC and console releases to the Mac and Linux platforms. You'll also help to develop our in-house tools and support the overall development process.

You'll be working on the same projects as our graduate developers, and will work directly with them and our experienced programmers, gaining invaluable experience in games development. This includes getting familiar with the development cycle, bug tracking and working with a QA team.

We like to see students who've gone beyond the requirements of their course: we're happy to look at examples of your own projects and code, so feel free to include them with your application.

What experience should you have?

- Projected to achieve a 2:1 or 1st
- Experience of C/C++ programming
- Fluent in the use of pointers and dynamic memory allocation in C/C++

What else would help?

- Knowledge of 3D graphics techniques
- Experience of Mac OS X and Xcode
- Experience of Linux
- Knowledge of Objective-C
- Experience using the UNIX command line
- Knowledge of Perl, Python, Lua, or other scripting languages
- Hobbyist games development

What makes a great fit with Feral?

- A desire to do your best work all of the time
- Curiosity and a love of problem-solving
- The ability to work effectively without direct supervision
- Good written and verbal communication skills

What's in it for you?

- Gross salary of £17,000 p.a.
- If you live within 15 minutes' walk of the office, you'll also be eligible for a £1,000 p.a. proximity bonus.

- Regular company outings, usually involving plenty of food and drink!
- Flexitime.
- High-performing placement students are offered a graduate job after their degree.

How do you apply?

To apply, please send your CV and a covering letter no later than 15th February 2016 to:

recruiting@feralinteractive.com

You should address your application to Ian Bullock, our Head of Technology.

For more information about what you can expect from a placement at Feral, please see overleaf.

Game Development Placements at Feral

About Feral

We're a team of about 70, most of whom are based in our offices in London. We're split more or less equally between developers and 'everyone else' (which includes testers, writers, designers and administration).

As we work in the same offices, there's plenty of interaction between the different departments: as a developer, you'll be able to talk directly to the QA team who are testing the games you're working on. The advantage of working with a smaller team is that you'll never feel lost in the crowd, and you'll know all of your colleagues personally.

We like to encourage an informal working atmosphere: the hours are 9 to 6, with flexitime, there's no dress code, and we enjoy regular company outings. If you live within 15 minutes' walk of the office, you'll be eligible for a proximity bonus added to your salary: we find that people who don't have to commute every day are happier when they get to work. The proximity bonus also makes them a little richer!

What you'll be doing

Our placement students do real work from day one. You'll be working on the same type of projects as our graduate developers. That means you'll be working directly with real game code.

A placement is one of the best things you can do to improve your job prospects post-graduation: you'll already have a substantial amount of real development experience. Working at Feral means you'll become familiar with the development cycle, bug tracking and working with QA, skills that are highly desirable if you wish to pursue a career in the games industry.

We're continually amazed by how well students perform and how much they achieve during their time with us. Placement students who perform well during their time here are offered a permanent position with Feral for after they graduate. A number of our current employees first came to work for us as placement students.

Application process

Full details on how to apply are included in the job description above. The table below shows the usual application and interview process. Your experience may differ slightly, but will follow this general outline:

1. Application (CV and covering letter)	2. Online programming test	3. Interview (some candidates may have two interviews)	4. Job offer

Placements usually start over the summer after the end of the academic year, with most placement students joining us at the beginning of July, but the start date can be flexible if required.

Further information

If you have any questions about Feral or our placements, email Tom Leather at:

recruiting@feralinteractive.com