FERAL

MAKE YOUR PLAY

Web and Tools 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 web and tools developer placements give you the chance to contribute to the further development of Feral's public website and web-based internal tools. You'll get to work on real sites that will be seen by our customers worldwide.

The role will involve taking on significant projects from requirements and briefing through to implementation, testing and deployment, so you'll get to see every stage of development in a commercial environment.

We like to see students who've gone beyond the requirements of their course: we're be happy to look at examples of your work, so feel free to include a portfolio in your application if you have one.

What experience should you have?

- Projected to achieve a 2:1 or 1st
- Experience of Java programming
- Comfortable working with unfamiliar, pre-existing code and systems
- Experience of web development with HTML, CSS and server-side scripting (e.g. PHP)
- Firm understanding of relational databases and XML
- Comfortable using the UNIX command line

What else would help?

- Knowledge of Java Servlets and JSPs
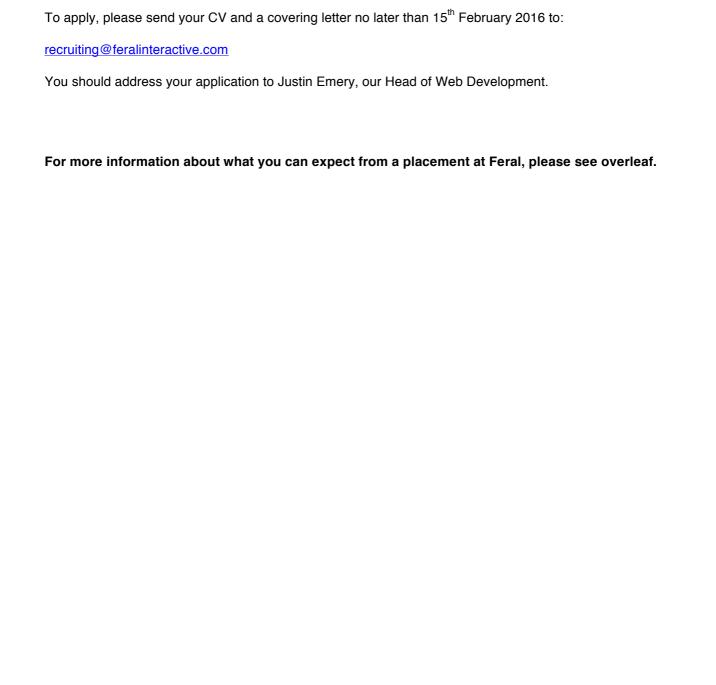- Experience of JavaScript

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

Benefits

- 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.

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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 Justin Emery, our Head of Web Development.

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

Web and Tools 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 web and tools developer, you'll work closely with our artwork, marketing, writing and web teams. 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 projects with genuine applications, either creating content for our website, which is seen by our customers worldwide, or developing internal tools that will be used at Feral for years to come.

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 and working to briefs with external licensors who must approve your work, 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. First interview (includes a practical development test)	3. Second 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

Feral Interactive is a leading publisher and developer of AAA Mac and Linux games based in south-west London. Recent hit titles include Middle-earth: Shadow of Mordor, Company of Heroes 2, DiRT 3 and Tomb Raider.