



C/C++ Game Programmer (12 Month Placement)

Feral Interactive is offering year-long industrial placements with our development team for current, full-time university students studying Computer Science or a related degree. We take pride in publishing AAA games for new platforms and audiences; our releases cover a range of genres and present a variety of challenges in the development process. This role is a great opportunity to get some hands-on experience of development. You'll be working with real code on real games from day one, just like the permanent members of our team, many of whom started as placement students themselves.

The bulk of your work will involve developing games to be cross-platform. This will require you to identify, debug and fix inconsistencies with the originals. You will also need to optimise code for the platform in question, making experience developing for it an advantage. Our projects tend to be completed relatively quickly within small teams, so the work is highly varied and you will be making a difference every day.

Working with the rest of the development team, you will also help extend our in-house libraries by developing new cross-platform solutions and improving on existing ones, as well as debugging and resolving library issues across multiple games.

We are a small but expanding company with a current team of around eighty, so you'll quickly get to know your colleagues. You will have the support of our more experienced developers and can look forward to working collaboratively with the team. Our QA team is also onsite, which makes working with them to reproduce and resolve issues quick and efficient. Due to the nature of our work we can maintain a small company attitude with a large company output.

We like to see students who have gone beyond the requirements of their course, so we're happy to look at examples of your own projects and code if you include them or a link to your online portfolio or GitHub with your application.

This is a full-time position for 12 months at our studio in Wandsworth, London. 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.

Person Spec and applications instructions are on the following page.



Required Skills and Experience:

- Currently studying Computer Science or a related degree
- Experience of C/C++ programming
- Comfortable in the use of pointers and dynamic memory allocation in C/C++

Desired Skills and Experience:

- Experience using the UNIX command line
- Familiarity with macOS and/or Linux, especially development for it
- Knowledge of Objective-C
- Knowledge of Vulkan, Metal, OpenGL or DirectX for 3D graphics programming
- Good knowledge of Perl, Bash, Python or Lua
- A passion for video games

Benefits

- Annual salary from £17k
- Flexitime
- Relaxed small company atmosphere
- Regular company dinners and outings

About Feral

Feral Interactive is a leading publisher and developer of AAA Mac, Linux and mobile games. Recent hit titles include Total War: Warhammer (macOS), HITMAN (macOS and Linux) and Rome Total War (iOS).

How to Apply

If you're ready to start working on great games, send a copy of your CV and a covering letter, along with some code samples or a link to your online portfolio (both optional but highly encouraged), to jobs@feralinteractive.com, addressed to Katheryn Evans.

What are you waiting for? It's time to *Make Your Play*.

Deadline for applications is 30 March, 2018.