

Position Summary: Filament Games is seeking a talented and bright engineer to join its core development team.

Qualifications: The Game Programmer must be an excellent communicator, self-reliant, and self-driven. The candidate must have a B.S. or Associates degree in Computer Science or related degree, and be fluent in Act Java, JavaScript, or ActionScript 3. The Game Programmer must have extensive game mechanics literacy, have experience designing, producing, and maintaining complex systems from conception to implementation, and have experience working on small teams. Additionally, candidate must have at least one shipped title, mod, or prototype, or demonstratable academic or indie project.

The ideal candidate will also have at least three years of programming experience, knowledge of Flash, JavaScript, XML, and other web technologies, and experience with Subversion, Eclipse, Flash Builder, Flash Develop, or Flash Professional. Also valued are candidates who have experience developing networked applications and have working knowledge of Newtonian physics and 3-D graphics.

Duties: The Game Programmer is responsible for designing, producing, and maintaining professional grade code assets to specifications.

Position Level: Entry to Mid Level

About Filament Games: Filament Games is a game production studio that exclusively creates learning games. Our core competency is producing games that combine best practices in commercial game development with key concepts from the learning sciences. Accordingly, our senior staff is comprised of individuals who are equal parts game and instructional designers; a "dual literacy" that allows us to engineer authentic game-play mechanics (rules and interactions that directly correlate with specific learning objectives).

To Apply: To apply, please visit our website at www.filamentgames.com/jobs and click the "APPLY NOW" button next to the corresponding job posting. Include your cover letter, addressed to Connor Hayes, and resume. Please include your responses to the questions below as well as three professional references in your cover letter. Applications that are submitted with links to online portfolios will receive extra attention. Applicants must be able to provide two examples of working code, upon request.

Questions: Please respond to the following questions and include them in your cover letter. Each answer should be no more than one page in length, typed.

1. Why did you decide to go into Programming as a career? Where do you want to be in your career five years from now?
2. Describe the steps a short-circuit boolean evaluator would use to evaluate the following expression and write the final value as TRUE or FALSE:

Let apples = 5, bananas = 6, isSmiling = FALSE.

isSmiling || (apples > 5 && bananas <= 6 && !isSmiling) = ?

APPLICATIONS DUE: 5PM CST, March 31st

NOTE: Applications that do not include the requested information will not be reviewed.

Applicants will be considered for positions on the basis of qualifications and ability to perform the job for which they are applying without regard to race, religion, creed, sex, age, residency, national origin, disability, sexual orientation, marital status or physical appearance. Minorities are encouraged to apply.

Compensation

Commensurate with experience.

Benefits

Filament Games is an awesome place to work. Why? Because we make great educational games, and that means we're changing the face of education. Our office is conveniently located on the near east side of Madison, WI, a lovely Midwestern university town. Plus, we offer a competitive benefits package, flexible work hours, and a friendly work environment. So what are you waiting for? Apply today and help us craft the future of educational gaming!