

Junior Programmer - Unreal Engine

AREA 35, Inc. is a dynamic Japanese development company based in Tokyo, JAPAN looking to recruit an experienced senior developer for game development. In 2017 we released our first consumer title, TINY METAL, on the Nintendo Switch, Playstation 4, Windows, and macOS. AREA 35 also works in the field of anime media production, with a view to expanding and integrating the pioneering field of real-time rendering into mainstream production in Japan.

At AREA 35, you will get to work alongside leading developers and some of the best talent in the industry, including Kenichi Iwao (*Resident Evil [Biohazard], FINAL FANTASY XI/XIV*), and artists Yusuke Kozaki (*Pokemon GO, Fire Emblem*) and Takuya Suzuki (*Diablo III, StarCraft II, FINAL FANTASY XV*) in a small, tight-knit team on one of our latest projects. The company is currently in production on a Japanese Strategy/RPG in a similar vein to classics such as *Tactics Ogre, Vandal Hearts, and Bahamut Lagoon*.

As a Junior Programmer some of your responsibilities will include general gameplay programming at the direction of the Senior Programmer, as well as working with the Planning and Design teams for initial feature feasibility and troubleshooting. You will also be the primary contact point between the Design and Planning teams and the Programming team, relaying technical information in a way that is understandable and usable by non-technical team members. This position will begin as remote with the employee eventually moving to Tokyo, Japan.

Work Details

- Gameplay programming
- Working with artists and planners to provide gameplay systems they need to build out content
- Troubleshooting behaviors between systems
- Assisting in guiding titles through console requirements processes
- Code review
- Responsibility over specific gameplay systems

Requirements

- Basic knowledge of C++
- Basic knowledge of Unreal Engine 4
- Bachelor's Degree or equivalent or 10 years working in the games industry in any capacity to qualify for a permanent resident Japanese VISA **OR** the ability to meet the conditions for a working holiday VISA to Japan
- An interest in working on a Japanese game with top developers

Preferred

- A proven track record of having worked on at least 1 shipped consumer title to release or 1-2 years working as a programmer in the games industry or related interactive field
- Ability to multi-task and work on multiple projects at the same time

- Have a proactive work ethic and a desire to learn and improve
- Capable of working effectively with team members located across the globe
- Experience with writing tutorials and instructions to be used by non-technical team members
- Willingness to learn Japanese or prior existing language skills
- A love of video games

Remuneration & Work Conditions

- QSEHRA plan to assist with health insurance payments while residing in the US
- National Health Insurance and Pension support (社会保険) in Japan
- Japanese VISA Sponsorship for foreign applicants
- 40-hour workweek, flexible hours
- No regular overtime
- Paid Holidays + Public Holidays
- Paid commute while residing in Japan (by public transport)
- Compensation for Japanese language classes, if required
- Qualified applicants may receive a relocation supplement
- Assistance navigating housing procurement when relocating to Japan

Interested candidates, please apply through LinkedIn or send an email to info@area35east.com with your Resume/CV, along with documentation of any pertinent qualifications and referrals. An example of some sample code that you have written will also be required during the interview process (to be sent by some form of cloud storage). The applicant will be responsible for any associated costs with this, and it will be their responsibility to make sure that submitted code is not in breach of any existing NDAs or copyright.