

## Senior Programmer - Unreal Engine

AREA 35, Inc. is a dynamic Japanese development company based in Tokyo, JAPAN looking to recruit an experienced senior-level programmer for Unreal Engine-based development. We have a wide portfolio of development projects ongoing, including games and enterprise collaboration software. 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.

We are looking to hire a Senior Programmer for a new project related to general construction and architectural design. We are looking for someone with deep UE4 experience who would be able to handle converting outside materials into fully realized virtual environments. As the Senior Programmer on this project, you would have wide latitude on how to go about solving programming questions, including analyzing, designing, coding, debugging, testing and modifying new software or enhancements. You will also engage directly with the Design Team to analyze feature feasibility and work closely with them on implementation. You will report to a Lead Programmer who manages the day-to-day, but in general you will be free to work on your assigned project with minimum supervision.

### Work Details

- Developing complex systems and working with Designers and Artists
- Developing out existing and new as-needed internal tooling
- Code review
- Assisting in overall architectural design
- Responsibility over specific program systems

### Requirements

- A proven track record of having worked on at least 1 shipped consumer or enterprise project to release and preferably 3+ years working as a programmer in enterprise, construction, or game software development
- Expert Knowledge in C++
- Expert Knowledge in Unreal Engine or Unity
- A desire to learn and master development using Unreal Engine
- Bachelor's Degree or equivalent or 10 years working in the software industry in any capacity (Required for Japanese VISA)
- An interest in working for a Japanese company with a gaming background

### Preferred

- Experience in the construction or architectural industry and the common file types used in these activities a plus
- Experience with or knowledge of Revit and its use among construction companies a plus
- Ability to work independently and meet milestones on a project with little direct oversight
- 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
- Previous experience having lived/worked in Japan

## **Remuneration & Work Conditions**

- Competitive base salary
- Twice yearly bonuses (average 1.5x monthly salary)
- 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)
- Japanese language classes conducted on-site
- 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](mailto: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.