



JavaScript Engineer

Job description

Coprix Media is looking for a JavaScript Engineer to join their growing team, with experience ranging from PC/Mac games/apps to Android/iOS mobile apps, web apps and games are a plus.

Responsibilities

Consistently develop game features of high level quality, on several platforms, by gathering requirements, designing solutions, implementing robust code, testing and debugging.

JavaScript Engineer will work with designers, game developers, artists, animators, audio engineers and other programmers to design scalable, flexible apps.

Monitor performance and optimize client and server side code, for real time actions.

Requirements

Essential Skills & Experience:

- Excellent knowledge JavaScript, textures, animation, GUI styles, user session management, statistical analyses.
- Self-motivated with a strong desire to learn and stay abreast of game developments/standards.
- Direct experience with game logic, particle systems, client-server communication scripting, big data collection.
- Experience with Android & iPhone game development.
- Experience with version control software: Atlassian etc.
- Ability to work independently, and in a team.
- Excellent oral and written communication skills.
- Able to 'think outside the box', really!
- Quick to pick up new tools and systems.
- Must be comfortable working under NDA.
- Minimum 1 years experience required.

Pluses:

- Experience with Unity 3D, Objective-C , C# are a plus.
- Prior experience in a well-known mobile title or AAA titles are a significant asset.
- Level logic design, scene flow planning and creation experience.