



Game Developer

Do you aspire to be a key member of a fast-paced start-up, working on some of the most creative content on the web? Are you hungry for the chance to see your work come to life on some of the Internet's most popular websites, and take hold as true cultural phenomena? Are you looking for an exciting and fun work environment, filled with young, energetic, and motivated team members?

The Game Developer at Blackburst Media will serve as the software developer for all Flash games, including casual games, online games, Facebook games and others. This role will be responsible for the development, integration, testing and maintenance of all game related AS3 code, client SDKs, tools and services supporting all our games. This position will appeal to experienced developers with a proven track record building content that pushes the bar with Flash and can demonstrate unique online game experiences. Candidate must have a passion for working in the online, entertainment media and video game industry.

Currently this is a freelance position with the prospect of becoming fulltime staff.

Responsibilities

- Development of games based on game design and technical specification documents.
- Overall design of the project architecture, technical solution, engine mechanics, GUI, game play mechanics and supporting tools for online games.
- Candidate must be open to using any and all development platforms for delivering cutting edge online games. This position specializes in Flash AS3 but could also require any technology required for online games including HTML5, C#, Java, Objective-C and others.
- Manage and provide technical direction to other developers on several projects at once.
- Work closely with company management, our clients, other Platform Managers and Game Producers to bring technical requirements, game design and concepts to life.
- Work with Project Management to determine timeline and resource allocation for the Online Game Development team.
- Work with design team to integrate art assets, graphic design comps, animations and audio.

Requirements

- 2+ years experience in game development, online games, casual games or interactive web development for gaming.
- BA/BS degree with a major in computer science or closely-related areas, OR a good reason why you didn't need a degree and you dropped out of school.
- A love of programming and video games.

- A desire to participate in a team environment where everyone is deeply committed to the success of all.
- Good object-oriented design and architecture skills.
- A strong computer engineering background with applied experience in data structures, structured and object oriented programming techniques, system design, data communications, code optimization and debugging.
- Proficiency in ActionScript 3.
- Experience with multiplayer game programming, timing, coordination and event reconciliation.
- Comfort with intense brainstorming sessions, where productive and respectful conflict creates powerful new ideas.
- A willingness to tackle unfamiliar problems and a constant desire to learn and grow.
- Ability to see the big picture of game development in terms of technical benefits and feasibility.
- Familiarity with HTML5, JavaScript, C++, Java, C# and one or more CGI technologies such as PHP, ASP .net, J2EE and mobile platforms iOS and Android.

Please reply to jobs@blackburstmedia.com

Blackburst Media, Inc. is an equal opportunity employer. EOE/M/F/D/AAP.