

# Unreal Programmer Internship

Achimostawinan Games is an Indigenous owned and operated video game company dedicated to developing Indigenous games for an Indigenous audience (and the world) while also helping Indigenous artists and communities develop interactive and digital content.

**Location:** Remote Work

**Time Zone:** Toronto, ON, EST

**Start:** January 4, 2021

**Type:** Part Time (10 months)

**Contract:** \$20,000 CAD

**Benefits:** Gaming Laptop (yours to keep upon completion of internship)

**Note:** *Anyone who can legally work in Canada can apply for this job. If you are not currently authorized to work in Canada, we cannot consider your application.*

## Job Description

We are looking for an Intern Programmer to join our talented team to work with our lead Programmer to develop, test and fix bugs on our current project Hill Agency while also maintaining documentation. You will be given on the job training so knowledge of game design, Blueprints and Unreal Engine is not required. We welcome applicants from a diverse background and especially welcome candidates who reflect our company mandate.

## Programming Languages

C; C++ (Unreal Blueprints)

## Job Responsibilities

- Report to the Lead Programmer
- Assist the Lead Programmer in writing, modifying, integrating and testing game code;
- Identify and communicate technical problems, processes and solutions to the Lead Programmer;
- Prepare reports, manuals and other documentation on the status, operation and maintenance of game;
- Manage own time and work efficiently within production deadlines.

## Qualifications

- At least 1 year developing and implementing code (any language)
- Good time management and ability to work within deadlines;
- Excellent oral communication and written communication;
- Organized and clean workflow
- Thrives in a collaborative work environment;
- Ability to absorb, apply and give constructive feedback;
- Ability to use source control/git.

## Nice To Have:

- Previous experience in game development;
- Previous experience in Unreal Engine;
- Previous experience with Blueprints or visual scripting;
- Experience working in an Indigenous arts organization.

*Please send us a copy of your Resume/CV in English and 3 examples of code you have written (any language) to <questions@achimogames.ca>*