



## Position: Games Programmer

### **about Fantazm**

Founded in 2004, Fantazm is an independent game development studio dedicated to advergaming and related activities. We are located in 's-Hertogenbosch, Netherlands. About 1 hour south of Amsterdam. Our location offers close proximity to a sportsfacility centre, stores and cafe's.

### **Job Type:** Full Time

We are seeking a games programmer to help create and expand our franchises. If you have interest in crafting a fun and memorable gameplay experience and don't have a 9 to 5 mentality, you are the type of person we are seeking. Compensation is dependant on skill, experience and salary history.

### **Responsibilities**

- General game programming.
- Physics programming
- Interface programming.
- Tool programming (i.e. Creating Custom level editors).
- Testing and debugging.

### **Required Skills**

- Must be proficient in ActionScript 3.0 and C# Unity3D.
- You have a deep understanding of Flash and related technologies such as XML,PHP and Javascript.
- You create consistent high quality code.
- Strong mathematical skills.
- You have an assertive and enthusiastic attitude and you are a strong team player.
- Good oral and written English communication skills. You are able to write detailed documentation specifying technical gameplay functionality, as well as communiqués to appropriate audiences when necessary (team, publisher, client, etc.).
- Must be able to identify and document workflow improvements.
- Ability to design robust low-level and high-level game mechanics.
- You work well under pressure, and handle multiple tasks simultaneously.
- Flexible in learning and experimenting with new programming languages and tools.

### **Beneficial Skills**

- Basic skills in Photoshop
- Able to work with minimal supervision.
- Willing to experiment and incrementally improve gameplay mechanics.

### **Required Experience**

- 3 years in similar position.
- Animation algorithms.
- Collision detection/resolution.
- Game-AI (A\* Path finding, etc).
- A strong passion for playing and creating games.
- A demonstrable understanding of the key elements that go into making a great game.

Your talent, track record and submission(s) should speak for themselves.

Please submit your resume and any demo work to [jobs@fantazm.com](mailto:jobs@fantazm.com) or use the contact form on our site [www.fantazm.com](http://www.fantazm.com)

Please include the job title in the subject heading

All inquiries will be held confidentially.