

Quantonium Open Job Positions

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Below are the open positions for Quantonium. We will update the list as new positions open and close. Send mail to hiring@quantonium.net for any inquiries, such as a agreement or pay.

We use a unified application- if multiple roles fit you, let us know in the application!

Compensation agreements being offered:

- [Voluntary](#)
- [Contract](#) (fixed pay)
 - check specific roles below to see what contract positions are available.
- [Equity](#)

All positions currently offered are considered non-employee ("independent contractor") roles, unless explicitly stated otherwise.

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Quantonium

Community and Outreach Manager

What you'll be doing:

- Research individuals and relevant communities and invite them into Quantonium's community
- Engage with the community, sparking conversations, promoting content, and hosting community run events
- Direct players to support and feedback channels, and relay support and feedback to the team

Requirements:

- Adept communication skills and confidence
- Able to identify, research, and report on potential people and communities
- Knowledge of Discord, Bluesky, Facebook, Youtube, and Twitch functionality

Pluses:

- Enthusiasm and a love of laser tag, or other fun social activities!
- Relevant academic degree, or enrolled in an academic program
- Creative, filled with ideas on community events and content to showcase

Business/accounting, legal, HR

If interested, contact hiring@quantonium.net for more information.

The Laser Games

Internship Program (art, design)

Coming soon! This internship is set for 3 months intended for students and entry-level hobbyists to see what it's like to work in games. *We are not yet accepting any interns currently, as we are still working out the details of the program.*

What you'll be doing:

- Join the development process of The Laser Games
- (art) Model, texture, and integrate assets into Unreal Engine 5
- (design) Turn concepts into reality by integrating art assets into in-game levels

Requirements:

- Must be a student or entry-level hobbyist looking to learn and gain experience
- Knowledge of Unreal Engine 5- able to navigate around the engine
- Showcase your portfolio- what have you accomplished so far?
- Able to adapt and iterate based on feedback and game development progress; able to make progress on tasks consistently

Pluses:

- Enthusiasm and a love of laser tag, or other fun social activities!
- Eagerness to learn and gain experience, or to put your skills to use
- Creativity and ideas on how you can make The Laser Games better
- Experience with utilizing version control for your own or team projects, in particular SVN

Writer/social media manager (contract available)

What you'll be doing:

- Create captivating stories to generate interest in content in The Laser Games
- Outline and develop promotional material with the themes seen in the game
- Interact with players and the community to promote posts and events

Requirements:

- Experience with creative writing
- Excellent collaboration skills and teamwork
- Able to create and revise within deadlines

Pluses:

- Enthusiasm and a love of laser tag, or other fun social activities!
- Experience with UI design/implementation for games, in particular for competitive multiplayer
- Relevant academic degree, or enrolled in an academic program
- Experience with utilizing project management software

Level Designer

What you'll be doing:

- Prototype, plan out, implement, and refine levels emphasizing primarily competitive multiplayer
- Take your level from whitebox to final product
- Integrate one or more gametype variants in your level

Requirements:

- Knowledge of Unreal Engine 5, specifically with working with the engine's level system and editing levels with level streaming
- Experience with whiteboxing/prototyping levels, bonus utilizing Unreal Engine's built-in modeling tools framework, the older brush editing system, or an equivalent system (i.e. Source Hammer editor)
- Able to adapt and iterate based on feedback and game development progress, and can design with respect to certain development requirements

Pluses:

- Enthusiasm and a love of laser tag, or other fun social activities!
- Ability to plan out concepts for levels based on an idea or description
- Experience with directly designing game levels, in particular those with a multiplayer competitive emphasis
- Engineering or artist background, specifically to implement certain level mechanics or environment art

- Relevant academic degree, or enrolled in an academic program
- Experience with utilizing version control for your own or team projects, in particular SVN

Gameplay Designer

What you'll be doing:

- Prototype, plan out, implement, test, and refine game modes (aka gametypes) with a competitive multiplayer emphasis
- Design the backend code to make gametypes possible in a server and during setup
- Work with level designers to integrate gametypes into one or more levels

Requirements:

- Knowledge of Unreal Engine 5, specifically with working with the engine's level system and editing levels with level streaming
- Blueprint or Unreal C++ experience (C++ experience preferred)
- Able to adapt and iterate based on feedback and game development progress, and can design with respect to certain development requirements

Pluses:

- Enthusiasm and a love of laser tag, or other fun social activities!
- Ability to plan out concepts for gametypes based on an idea or description
- Experience with game programming for modes or systems, in particular for competitive multiplayer
- Relevant academic degree, or enrolled in an academic program
- Experience with utilizing version control for your own or team projects, in particular SVN

Gameplay/modding Engineer

What you'll be doing:

- Develop the public SDK for user modding support, and integrate Steam Workshop support for mods
- Create documentation and refactor the source code to make the SDK easy for anyone to use
- Assist game designers with creating the code for their custom gametypes

Requirements:

- Knowledge of Unreal Engine 5 from an engine perspective (compiling/building, plugin development, engine classes and capabilities)
- Unreal C++ experience, also having worked with Blueprints
- Able to adapt and iterate based on feedback and game development progress, and stick to routine software development practices

Pluses:

- Enthusiasm and a love of laser tag, or other fun social activities!
- Being flexible and adaptable to work on other engineering areas if necessary
- Experience with game programming for games, in particular for competitive multiplayer, and gameplay mods
- Experience implementing 3rd party libraries for modding support, such as the Steam Workshop
- Experience developing modding support in an Unreal Engine project
- Relevant academic degree, or enrolled in an academic program
- Experience with utilizing version control for your own or team projects, in particular SVN

Frontend Engineer

What you'll be doing:

- Make the game go- program and implement the frontend interface for Project LaserTag
- Assist with implementation of UI to integrate stuff like level loading/transitioning, options, customization, etc.
- Assist game designers with integration of systems for gametypes, as well as implementing AI for offline play

Requirements:

- Knowledge of Unreal Engine 5 from a frontend engineering perspective (possibilities: level streaming, actor implementation, game AI, UI, etc.)
- Unreal C++ experience, preferably also having worked with Blueprints
- If AI is in your area of interest, experience with working with Unreal's built-in AI framework (behavior tree or state machine)
- Able to adapt and iterate based on feedback and game development progress, and stick to routine software development practices

Pluses:

- Enthusiasm and a love of laser tag, or other fun social activities!
- Being flexible and adaptable to work on other engineering areas if necessary
- Experience with game programming for games, in particular for competitive multiplayer
- Relevant academic degree, or enrolled in an academic program
- Experience with utilizing version control for your own or team projects, in particular SVN

Backend Engineer

What you'll be doing:

- Make the game go- program and implement the backend interface for Project LaserTag
- Work with frontend engineers to assist with the necessary systems for frontend to talk to backend
- Implement the backend, including matchmaking servers, databases, game server hosting, storefront integration, etc.

Requirements:

- Knowledge of Unreal Engine 5 from a backend engineering perspective (possibilities: replication, savegames, subsystems, etc.)
- Unreal C++ experience
- Experience with backend systems outside Unreal Engine- this can include cloud hosting, VM setup/management, databases/SQL, online game services, etc.

- Able to adapt and iterate based on feedback and game development progress, and stick to routine software development practices

Pluses:

- Enthusiasm and a love of laser tag, or other fun social activities!
- Being flexible and adaptable to work on other engineering areas if necessary
- Experience with game programming for games, in particular for competitive multiplayer
- Experience with the Steamworks API or similar SDKs
- Relevant academic degree, or enrolled in an academic program
- Experience with utilizing version control for your own or team projects, in particular SVN

Character Artist (concept, modeling, rigging, animation)

What you'll be doing:

- Create assets for unique, player customizable characters
- Work with other artists to form art styles centered around themes
- If you're a tech artist- put your skills to work with rigging and animation scripting

Requirements:

- Knowledge of Unreal Engine 5, specifically with working with the engine's animation tools
- Experience and past work with skeletal animations, modeling, or other character related skills.
- Able to adapt and iterate based on feedback and game development progress, and can design with respect to certain development requirements

Pluses:

- Enthusiasm and a love of laser tag, or other fun social activities!
- Experience with creating fully functional control rigs in Blender or Unreal Engine
- Experience with Unreal Engine 5's new animation tools, specifically the control rig system

- Relevant academic degree, or enrolled in an academic program
- Experience with utilizing version control for your own or team projects, in particular SVN

Hard Surface Modeler

What you'll be doing:

- Create assets for unique gameplay levels
- Work with other artists to form art styles centered around themes
- Work with designers to prototype and implement models needed for

Requirements:

- Knowledge of Unreal Engine 5, specifically with working with 3D models in engine
- Experience and past work with props, modular elements, and other hard surface models
- Able to adapt and iterate based on feedback and game development progress, and can design with respect to certain development requirements

Pluses:

- Enthusiasm and a love of laser tag, or other fun social activities!
- Experience with the new modeling tools in Unreal Engine 5
- Experience with Blender
- Relevant academic degree, or enrolled in an academic program
- Experience with utilizing version control for your own or team projects, in particular SVN

2D Artist (textures, decals, material)

What you'll be doing:

- Create assets for unique gameplay levels
- Develop materials which integrate textures and other effects
- Work with other artists to form art styles centered around themes

Requirements:

- Knowledge and past work developing textures and/or decals for 3D projects

- Experience with working with Unreal's materials or HLSL shaders
- Experience and past work with props, modular elements, and other hard surface models, or character cosmetics
- Able to adapt and iterate based on feedback and game development progress, and can design with respect to certain development requirements

Pluses:

- Enthusiasm and a love of laser tag, or other fun social activities!
- Experience with the new modeling tools in Unreal Engine 5
- Experience with Blender
- Relevant academic degree, or enrolled in an academic program
- Experience with utilizing version control for your own or team projects, in particular SVN

3D artist– misc

We have room for various specialized 3D artists, including but not limited to technical, environment, VFX, and more. If this applies to you, specify it in the application. If you want to know more, contact hiring@quantonium.net.

Producer, QA

What you'll be doing:

- Manage and track tasks throughout the team to ensure deadlines are met
- Work and coordinate between different team members for smooth development
- Test aspects of the game for quality assurance and to confirm completeness of required tasks
- Work with others to develop the necessary documentation and material for improved development

Requirements:

- Experience with production or management
- Excellent collaboration skills and teamwork
- Able to navigate and manage parts of a large team project

- Familiarity with the agile framework or similar scrum models

Pluses:

- Enthusiasm and a love of laser tag, or other fun social activities!
- Experience outside of production, to potentially assist in implementation for another field (art, sound, etc.)
- Relevant academic degree, or enrolled in an academic program
- Experience with utilizing project management software

Audio Designer (SFX, music)

What you'll be doing:

- Develop and iterate audio tracks for music and/or sfx
- Integrate audio into the game, through Unreal Engine's Metasound system
- Work with other designers to form audio styles centered around themes, and create the necessary tracks to match such

Requirements:

- Knowledge and past work developing audio tracks relevant to games
- Experience with Unreal Engine 5, specifically the engine's audio systems
- Able to adapt and iterate based on feedback and game development progress, and can design with respect to certain development requirements

Pluses:

- Enthusiasm and a love of laser tag, or other fun social activities!
- Experience with Metasounds, including interactive scripting
- Relevant academic degree, or enrolled in an academic program
- Experience with utilizing version control for your own or team projects, in particular SVN

Is your ideal role not listed here? Say so in the application and we'll see if it fits with us!