

# C++ Programmer

## Description

Do you see "for" loops and memory leaks everywhere? Have you ever attended a political fundraiser organized by the Deep State and blurted out, "only noobs use built-in garbage collectors?" Have people told you, "you need help?" Well, they're right. Let us help you UNLEASH YOUR DIVINE CODING POWERS! Jendia Studios is seeking a C++ Programmer with a background in Unreal Engine, who will be responsible for building multiple game features such as badass sci-fi shooting mechanics, NPC behavior, interactive dialogue and more. This role is for a non-paid, internship position and is remote. That means you won't be able to donate at the next Deep State fundraiser, but who needs it. Its overlords rely too much on recursive methods anyway. Apply at once!

## Responsibilities

- Program efficient, scalable C++ code in Unreal to build game features including, but not limited to, gameplay mechanics, NPC behavior, asset implementation (sound, animations, effects), menu systems, save system, interactive dialogue and cutscenes.
- Create and update Unreal blueprints and integrate with C++ code.
- Test your code under multiple scenarios to ensure completion integrity.
- Study existing code or 3rd party developed code and build from it as needed.
- Be a proactive researcher and actively look up API documentation to maximize your understanding of Unreal's library packages.
- Write documentation for code, scripts, compilers and troubleshooting processes.
- Carefully read and execute instructions provided by the Game Director.
- Learn new tools, Unreal add-ons and techniques relevant to your field.
- Exemplify timeliness in achieving all deliverables and attendance at team meetings.
- Be proactive, self-driven and diligent in your work with other team members.
- Strive to create a collaborative environment.

## Tools

- Unreal, C++, JSON (preferred), Microsoft Visual Studio (a plus)
- GitHub, Asana, Google Docs
- Jendia Studios will provide licenses for required software
- You may use your own software licenses if they are commercial licenses
- You will need to utilize your own hardware and equipment