

Info

Seeking: Part-time contractor for fixing bugs in AGS games

[Clickpulp](#) is seeking a developer with a few years of experience developing in Adventure Game Studio (AGS) to assist in completing projects during the beta test and post-launch game development phase. This position is part-time, and the expected work is 5 to 10 hours per week until the project is completed. There will be more than one project available, but work is requested on a per-project basis.

The ideal candidate is comfortable with programming, enjoys the challenges provided by AGS's limitations, has prior experience working in teams or version control systems (we use Git), and is comfortable playing through games with a strong subject matter, from horror to personal traumas.

Responsibilities

- Fix bugs posted in a bug tracker
- Sync the code changes made by other developers
- Push changes to GitHub
- Test the game and report new bugs in the tracker
- Help create easier ways to test sections of the game (example, a secret dev GUI or test rooms)
- Meet a small team of 1-2 people once a week over chat or video to check in on progress

Requirements

- Have prior experience releasing a game with Adventure Game Studio (AGS)
 - Can be a contributor to a larger project
 - Smaller self-developed projects are welcome
- Have prior experience using a distributed source control system
 - Branching and tagging
 - Merging and resolving conflicts
 - Creating pull requests
- Willing to communicate over chat and occasional video calls
- Available at least 5 hours per week

Pay

- By the hour
- Negotiable

If interested, please fill out [this form](#). We will be in touch soon.