



Unreal Developer | Boston

The Position

Neoscape is currently looking to add a new member to our award-winning interactive development team. Please note that this is an on-site position and not remote eligible. We are looking for a game developer responsible for the design and development of game technology-based applications using Unreal Engine, ensuring the performance, quality and responsiveness of applications. Successful applicants should be detail oriented, able to work on multiple projects simultaneously, able to work as part of a team and on their own with limited guidance, as well as be able to step into another's shoes to quickly troubleshoot / repair existing projects. Good communication skills are critical for this position to ensure a quality look and feel for all of our game technology-based applications, and to devise future innovative solutions that reflect Neoscape's pioneering brand identity.

Requirements

- Should have 3 to 5 years of game development experience
- Experience in gaming, AR, and VR using Unreal Engine 4
- Good knowledge of 3D application Maya/3ds Max
- Creating various kinds of shaders in Unreal Engine 4 for production
- Good understanding of Unreal Engine 4 material editor and its performance impact
- Knowledge of performance optimization for various VR devices
- Problem-solving skills
- Strong communication skills
- Unity game engine experience is a plus
- iOS / Android Unreal deployment experience is a plus
- An engineering or computer graduate / postgraduate degree is a plus

We Offer

- A competitive compensation and benefits package including 401K with the potential for profit sharing contributions
- Health insurance with a 65% employer-paid premium
- Partial transit reimbursement
- Cold brew and rotating craft beer on tap
- Beer Fridays with snacks and video games
- Epic parties with bonfires, photo booths and indoor petting zoos (we have the pics to prove it)
- 80+ unique personalities with a broad range of creative talents across three studios

Join Our Crew

Think you're a mid-level interactive developer that has what it takes to join the ranks of our talented crew? Email your résumé and portfolio link to developer@neoscape.com. Salary commensurate with experience. Must be eligible to work in the US. No recruiters or placement services.

External and internal applicants, as well as position incumbents who become disabled as defined under the Americans with Disabilities Act, must be able to perform the essential job functions (as listed) either unaided or with the assistance of a reasonable accommodation to be determined by management on a case by case basis.