Lua Game Programmer

Chop Chop Games - Full Time - Aarhus C - (Hybrid/Remote: Possible)

Description

Chop Chop Games is expanding. We are creating our next big game and we are looking for new talent that would be a part of building this competitive game from the ground up. You will have the opportunity to greatly influence the direction and system of this new game.

You will be a part of a small, but growing team, and you are experienced in taking on new challenges and responsibilities. You have a passion for video games and the programming skills to create strong systems. You will be actively working together with other developers, but will be expected to take a lead in main systems development.

Responsibilities

Working directly with the founders of Chop Chop Games, you will be:
- Developing and implementing game software
- Ensuring that the game performs as expected on both mobile and PC
- Sprint planning and definition of task/project deliverables
- Interface with Game Designers, Artists, and Sound Designers
- Take a leading role in systems development

What we are looking for

- A passion for video games, especially if it's rhythm games or autobattlers (funny combo - we know)
- Good experience working in any game engine (Unity, Unreal, ect.), and the willingness to learn new ones.
- Strong fundamental understanding of programming interactive systems
- Familiarity with design patterns, algorithms and software engineering principles
- Demonstrable 3D Gameplay programming knowledge, including vector mathematics, AI, animation, camera control, input mechanisms, etc.
- An education within a relevant field and/or a proven track record of creating games.
- Current experience working with the LUA programming language or similar languages.

Bonus points if you have

- Experience with the Roblox editor (If not then open to learn).
- Created and published games previously.
- Deep technical knowledge of systems & performance optimization.

About Chop Chop Games

We are a robust and experienced team located in Aarhus C, but oftentimes work remotely. We value creativity, open mindedness, and making a tight community within the company and great opportunities to mingle with other game developers in the area.

We focus on fun and innovative gameplay in our games, more than anything else. The company was founded on the principle of breaking with traditional game genres and subverting people's expectations.
Not in Aarhus? Not a problem, don't be afraid of reaching out.

Salary

The game is fully funded and is expected to have good quality and performance. Depending on final team size, responsibilities and qualifications the salary is negotiable from the full development budget but it will be competitive within industry standards.

Future

Initial development phase is about a year - and then depending on the reception could increase. Apart from that, Chop Chop Games works on many different projects both in-house and external, where we could always use another hand if we're a good match!

Benefits

- Located in the heart of Aarhus game industry Filmbyen, neighbouring a bunch of other game studios
- Frequent events with other game developers & studios
- Nearby canteen.
- Flexible work hours.
- Small and nerdy team

If interested send your CV, portfolio, resume, whatever you think is relevant to:
join@chopchopgames.dk

See posting online:

https://chopchopgames.dk/careers/