



**Red Radiant  
Media**

## **ABOUT US**

Red Radiant Media is based in sunny Dundee, Scotland. The company was formed by former team members from Realtime Worlds & Irrational Games. Our team members were responsible for the BAFTA award winning games Crackdown & Bioshock, as well as working on Bioshock 2, Crash Bandicoot, Glover, The Little Mermaid, Sonic Air, Quantum of Solace, XCOM & Elite 4.

We specialise in creating Augmented Reality (AR) interactive toys, games on iOS and Android mobile devices.

## **JOBS**

Red Radiant Media is looking to expand its team, and have the following contract positions available in-house at our Dundee studio. All our contract positions are extendable and we offer the chance to work with our award winning team members to create really cool apps!

## **WHAT WE LOOK FOR!**

When recruiting for all our positions we look for the following in potential in candidates -

- Passionate about working for us and creating cool games
- Creative thinker
- Professional & pro-active
- Hard working & enthusiastic
- A team player
- Self managing & self discipline
- Ability to work to a short development schedule
- Open minded & willing to learn new skills
- Problem solver, solutions driven
- Fun person looking for new challenges

## **NOTE TO RECRUITMENT AGENCIES**

We do not accept unsolicited CV's from recruitment agencies, we prefer to deal directly with the applicant. Please be advised we do not respond to unsolicited requests from recruitment agencies if you break our policy we will blacklist you, block your email address! So please don't be naughty and ignore our wish!

## **Senior Software Engineer (12 Month Contract)**

We are looking for someone who is enthusiastic, hard working and shows a natural talent for making fun creative products. The successful candidate will be required to work with our established development pipeline to aid in the creation of our Augmented Reality (AR) products.

### ***Responsibilities***

- Work to agreed deadline and project plan
- Work as part of the team to iterate and deliver projects on time
- Contribute to the products design, gameplay and quality goals
- Contribute to task planning and scheduling
- Maintain code in current and past projects
- Nurture junior members of the team

### ***Skills and Experience***

- Strong programming experience in C/C++, C# or JavaScript
- Strong software engineering and debugging skills
- Industry experience as a developer working on at least one published game
- 3+ years of programming experience in relevant fields
- Good academic background or relevant degree
- Good communications skills in working with designers, artists & managers
- Manage your tasks and be able to identify problems and offer technical solutions
- Ability to deliver and receive constructive feedback

### ***Preferences***

- Good working knowledge of the Unity 3D game engine
- Experience of working on the iOS or Android mobile platforms
- Knowledge of AI, Network, Online, Sever, Physics, Gameplay, Graphics, UI programming
- Good musical tastes and the ability to work with a hangover on occasion
- Ability to dance in the office and make a complete ass of themselves is an advantage!

## **Graduate Software Engineer (6 Month Contract)**

We are looking for someone who is enthusiastic, hard working and shows a natural talent for making fun creative products. The successful candidate will assist in the development of a mobile product based on an original CGI TV series.

### ***Responsibilities***

- Work to agreed deadline and project plan
- Work as part of the team to iterate and deliver projects on time
- Contribute to the products design, gameplay and quality goals
- Maintain code in current and past projects

### ***Skills and Experience***

- Programming experience in C/C++, C# or JavaScript
- Good academic background or relevant degree
- Good communications skills in working with designers, artists & managers

### ***Preferences***

- Experience of the Unity 3D game engine
- Experience of working on the iOS or Android mobile platforms
- Experience of working in the games industry any level
- A better speller than the senior developers
- Ability to beat the pants off the rest of the team at Quake live!

## **Designer (12 Month Contract)**

We are looking for someone who is enthusiastic, hard working and shows a natural talent for making fun creative products. The successful candidate will assist in the development of all our projects which range from games to software apps.

### ***Responsibilities***

- Work to agreed deadline and project plan
- Work as part of the team to iterate and deliver projects on time
- Assist the creative teams in the product vision
- Designing titles that fit within the budget and time constraints
- Create and maintain game design & level design documents
- Planning and building of game levels using Unity
- Gameplay balancing
- Assist in simple scripting within the Unity game environment
- Testing game playability and game mechanics
- Work closely with the programming, art and audio team

### ***Skills and Experience***

- Experience creating original game design documents
- Practical experience using game creation tools
- Experience in creating level content
- Good academic background or relevant degree
- Good communications skills in working with programmers, artists & managers
- Software experience using Word & Excel

### ***Preferences***

- Experience of the Unity 3D game engine or similar
- Programming and/or scripting languages a bonus!
- Experience in C/C++, C# or JavaScript a bonus!
- Experience of working on the iOS or Android mobile platforms
- Experience of working in the games industry any level

## **HOW TO APPLY?**

We cannot accept submissions without demos or showreel examples, links to demos and showreel examples are acceptable with your application and CV to the following email address -

**[jobs@redradiantmedia.com](mailto:jobs@redradiantmedia.com)**

We aim to get back with a response as soon as we can, we are very busy at the moment but will try our best to send you a response so please be patient with us.