Game Developer

Feral Interactive, a leading developer and publisher of AAA games for Mac and Linux, is offering year-long industrial placements to university students currently studying Computer Science or a related degree.

Our game developer placements involve working on real game code: you'll be porting top PC and console releases to the Mac and Linux platforms. You'll also help to develop our in-house tools and support the overall development process.

You'll be working on the same projects as our graduate developers, and will work directly with them and our experienced programmers, gaining invaluable experience in games development. This includes getting familiar with the development cycle, bug tracking and working with a QA team.

We like to see students who've gone beyond the requirements of their course: we're happy to look at examples of your own projects and code, so feel free to include them with your application.

What experience should you have?

- Projected to achieve a 2:1 or 1st
- Experience of C/C++ programming
- Fluent in the use of pointers and dynamic memory allocation in C/C++

What else would help?

- Knowledge of 3D graphics techniques
- Experience of Mac OS X and Xcode
- Experience of Linux
- Knowledge of Objective-C
- Experience using the UNIX command line
- Knowledge of Perl, Python, Lua, or other scripting languages
- Hobbyist games development

What makes a great fit with Feral?

- A desire to do your best work all of the time
- Curiosity and a love of problem-solving
- The ability to work effectively without direct supervision
- Good written and verbal communication skills

To apply, please send your CV and a covering letter no later than 15th February 2015 to:

placements2015@feralinteractive.com

You should address your application to Ian Bullock, our Head of Technology.

Feral Interactive is a leading publisher and developer of AAA Mac and Linux games based in south-west London. Recent hit titles include Tomb Raider, Hitman: Absolution, Total War: SHOGUN 2 and Rayman Origins.