

Console Developers | W4 Games

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Applications will be reviewed on an ongoing basis.

Description

W4 Games is currently hiring developers with experience in Godot development and/or Console APIs (or operating system level APIs). You will be working as part of a highly experienced team ensuring that Godot runs as well as possible on all game consoles, as well as exposing most of the platform APIs to the Godot engine. We are looking for both senior (experienced) and junior developers (wishing to learn).

Responsibilities

- Assist in porting Godot to multiple console APIs.
- Ensure that Godot operates as well with consoles as it does with other platforms.
- Be proactive in your tasks and have the ability to work with relative independence.
- Open Source your general improvements to Godot (with previous approval from W4) by proposing them for inclusion as pull requests.

Qualifications

Required:

- Understanding of the different operating-system level APIs of multiple platforms.
- Proficiency in C++.
- Ability to work in a team environment and maintain a respectful and professional attitude at all times.
- Professional proficiency in English.

Recommended:

- Understanding of Godot, its source code and conventions (optional if you are experienced in console APIs).
- Understanding of console APIs and hardware, such as Playstation, Xbox or Switch, or experience with previous consoles (recommended for senior role, but optional if you have experience working with Godot source code).
- Ability to create high quality technical documentation.

Bonus points:

- Understanding of low-level graphics and rendering APIs.

Hiring and Location

W4 Games is an online-only studio and all team members work remotely. The form of your work arrangement with W4 Games will depend on your country of residence and the country's legal requirements.

About

[W4 Games](#) is a company founded by the leadership of the [Godot Engine](#) project. It aims to help the gaming industry reclaim control of the technology it uses to create games. Its mission is to enable companies to have the same freedom to innovate as if they created their own in-house engine, but without needing an in-house technology team behind.

W4 Games offers a set of products and services for companies to make the best possible use of Godot Engine, so they can develop games and bring them to market with peace of mind.

Equal Opportunity

W4 Games is an equal opportunity employer committed to providing an open, collaborative and friendly work environment and does not discriminate based on, gender identity and expression, sexual orientation, physical appearance, body size, race, ethnicity, language proficiency, age, political orientation, nationality, religion or other similar characteristics.

Contact Us

Please send a resume in PDF form and hourly rate expectation to jobs@w4games.com.

The materials you submit will be handled following our [Recruitment Data Privacy Policy](#).