

Senior Physics Engine Developer | W4 Games

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Applications will be reviewed on an ongoing basis.

Description

W4 Games is currently hiring a developer with experience in 3D physics engines. You will be working as part of a highly experienced team ensuring that Godot Engine internal physics engine runs efficiently and precisely. Godot is a highly general purpose game engine and its physics engine has very specific requirements that emerge from the varied usages, often needing custom solutions to a diverse array of problems. We are looking for senior developers in this field.

Responsibilities

- Modernizing and improving the internal Godot physics engine.
- Creating unit tests.
- Creating regression tests based on user opened issues.
- 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 physics engines, experience with areas such as:
 - Broadphase techniques.
 - Collision detection (SAT, GJK, etc).
 - Constraints (joints, soft bodies, etc).
 - Numerical precision optimization.
 - Cache optimizations.
- 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 (entirely optional, but nice to have to make onboarding easier).

- Some degree of experience working with physics engines.
- Ability to create high quality technical documentation.

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](#).