

Senior Rendering Optimization Engineer | W4 Games

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Applications will be reviewed on an ongoing basis.

Description

W4 Games is currently hiring a rendering engineer with experience in low-level rendering optimization. You will be working as part of a highly experienced team ensuring that the renderers in Godot run as efficiently as possible on all platforms. We are looking for senior developers in this field.

Responsibilities

- Work with Godot rendering developers and the W4 console porting team in optimizing all rendering techniques used by Godot, for as many platforms as possible.
- Lending your experience to the Godot rendering team in order to help make more informed decisions as a group.
- 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:

- Strong understanding of desktop/console GPU hardware architectures (Nvidia, AMD, Intel).
- Strong understanding of how graphics drivers work.
- Experience optimizing shaders and shader compilers (superscalar assembly, occupancy optimization, instruction reordering optimization, cache optimization, memory bandwidth optimization, data compression, etc).
- Experience with graphics APIs (Vulkan, Direct3D12).
- 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 (as this will reduce onboarding time).
- Understanding of modern rendering techniques. While this job focuses mostly on the hardware level and optimization, at least some understanding of how rendering techniques work is very welcome as it would aid in optimizing or replacing them.
- Experience working with game consoles and their proprietary graphics APIs is recommended.
- Experience with mobile GPUs (ARM, Qualcomm, Apple) and tile rendering is also a plus, but not a requirement.
- 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](#).