



Game Programmer

Sly Game Studios is looking for a Game Programmer to join our team in developing our next title. You will work closely with programmers, game designers and artists to implement and iterate on fun, game features, and rewarding customer experiences.

Responsibilities

- Develop and maintain core gameplay systems (player interaction, movement, game logic)
-
- Implement and optimize multiplayer functionality
-
- Build and polish first-person mechanics including item interaction, environmental triggers, and contextual actions
-
- Handle UI logic, input systems, and in-game communication features
-
- Collaborate with design and art teams to bring interactive environments to life
-
- Debug and resolve gameplay, networking, and performance issues

Requirements & Skills

- 3+ years in the games industry or demonstrable work
- Proficiency working with Unity C#

- Experience with first-person controller systems
- Familiarity with environmental interaction mechanics (drag/drop, physics-based interactions, etc.
- Solid understanding of state machines, cooldowns, and ability systems
- Ability to integrate audio and visual effects through code
- Strong problem-solving and debugging skills
- Comfortable working independently in a remote setting
- Excellent oral and written communication skills
- Passion for developing and playing games.

Bonus Points

- Voice chat integration experience
- Experience with UI/UX for multiplayer games
- Familiarity with stealth, sabotage, or clue-based gameplay