Game Engine Developer for Indigenous Learning Project at Carleton Immersive Media Studio – Summer 2024

We are currently seeking people to fill a position (part-time or full-time) as a game engine developer working on an Indigenous Learning project at Carleton Immersive Media Studio (CIMS) for summer 2024 (April 29 – August 23, 2024). Priority will be given to Indigenous candidates. If you are interested in a position at CIMS, please submit your CV and portfolio/link by email to info@cims.carleton.ca with cc to Laurie Smith, Research Operations, CIMS, lsmith@cims.carleton.ca.

Background & Description of Organization:

Carleton Immersive Media Studio (CIMS) is a Carleton University Research Centre (CURC) affiliated with the Azrieli School of Architecture and Urbanism and the Department of Civil and Environmental Engineering. Our research addresses the development of hybrid workflows that both acknowledge the invisible measures of architecture and animate the visible world of construction. Our work uses established and emerging digital technologies to explore and support architectural rehabilitation, heritage conservation and built-asset management. We are advocates for the thoughtful and critical integration of computing and information technologies within existing cultural and disciplinary contexts.

Over the past decade, CIMS has developed an international reputation — working with public, private, and not-for-profit partners — to create a culturally rich and diverse portfolio of projects. We are engaged in four streams of research: Digitization, Modelling, Digitally Assisted Fabrication, and Digitally Assisted Storytelling. Information on past and current CIMS projects is available online at http://www.cims.carleton.ca.

Job Description: Game Engine Developer for Indigenous Learning Project

Working with a multidisciplinary team in one or more of the four research streams identified above, you will carry out the following responsibilities:

- develop features and tools using 3D game engines such as Unreal Engine and Unity;
- develop, maintain, and improve blueprints and C++ scripts;
- research solutions to technical problems;
- test and improve existing systems; and
- maintain thorough documentation.

Your core skills must include:
- experience working with 3D game engines such as Unreal Engine or Unity;
- a strong understanding of OOP, demonstrated experience with C++;
- an understanding of networking concepts for multiplayer experiences;
- able to work within a multidisciplinary team;
- excited to use new technologies and skills; and
- able to complete independent research and maintain detailed documentation.

It would be great if you had the following skills:

- experience developing for VR;
- experience developing multi-player games;
- demonstrated experience with Unreal Engine blueprints/visual scripting; and
- experience with 3D software such as Blender, 3DS Max, or Maya.

We are looking for a candidate who:

- is eager to learn new skills and technologies;
- has great communication skills, and is able to communicate technical details effectively; and
- priority will be given to Indigenous candidates.