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## Junior Gameplay Programmer (Intern)

### Responsibilities:

- Prototype and implement gameplay logic for a 2D game in C#, including NPC AI, level controller logic, cutscenes and more
- Create and maintain documentation for the projects
- Playtest the game so as to balance implemented features
- Work using and occasionally improve and write tooling for Eternity Works and its editor program.

### Requirements:

- Must have an aspiration and dream to work on indie games, understanding the drawbacks and increased responsibilities of such a position
- ~3 years of experience in programming, including as a hobby or as part of coursework
- Extensive knowledge of C#, including 'unsafe' code like pointers
- Strong sense of design to create modular, reusable scripts
- Knowledge of game design and programming architecture fundamentals, including ability to debug code with proper procedures
- Ready and willing to learn new frameworks and skills on the job both with guidance and on one's own
- Good communication and explanation skills
- An interest in the project that is being worked on (Slime Squadron: Harpy Raiders)
- A constructive and proactive attitude at work

### Good To Have:

- C/C++ programming experience
- Shader programming experience

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If Interested, contact us here:

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