



Programmer Intern at Rikodu (Game Studio)

Rikodu is the best indie studio you've never heard of! Formed from a crack team of veterans and a couple of promising up-and-comers, our 7-person squad is bent on taking over the world with our funny, robot smashing game *Second Hand: Frankie's Revenge*. Out on PC and consoles soon...ish.

Check out www.rikodu.com to see what we're about or head over to [Facebook](#) and [Twitter](#) for news.

Game development is one of the toughest technical fields there is and *Frankie's Revenge* doesn't make it easier, being a real-time action game with both local and online multiplayer. If you like a challenge, already have a solid programming foundation and an interest in game development, this is a great opportunity. You'll be part of a multidisciplinary creative team that mixes art and technology and you'll help deliver a polished indie game. You'll work side by side with two devs who have been programming professionally for 10+ years.

What we need from you:

- To have a solid knowledge of programming fundamentals
- Ability to handle algorithmic challenges, and have a strong understanding of data structures
- Be thorough when testing your code and consider all use cases
- You need to be a fast learner. Seriously, this is important. You'll have to learn to navigate our code base to do anything useful.
- You'll learn C# and Unity on the job, but any prior experience is a bonus

What you'll do:

- Write C# code for new features or to extend/improve existing features
- You'll work primarily on gameplay and UI code, but you might have the chance to touch more specialized areas like AI, networking, and animation
- Use the Unity game engine to integrate, test and tweak the features you develop
- Participate in technical discussions about architecture, feature development, refactoring etc.
- You'll work with artists to create game experiences that are fun and look great

Sounds fun? Tell me why at apalade@rikodu.com! Resumes can come later.