

## Principal Programmer Art Technology

### Description

Principal Programmer at Art Technology We are Media Molecule, a multi-award winning game developer and part of the wider PlayStation Studios group. We have a history of creating outstanding games such as LittleBigPlanet, Tearaway and most recently, the BAFTA Award winning Dreams. It's a fantastic time to join us as we embark on our next adventure, defining and executing the vision for our next project and settling into our gorgeous, newly refurbished studio in central Guildford. We are now searching for an exceptionally talented Principal Programmer, Art Technology – to help form and lead our Art Technology team! As a highly skilled, individual contributor, you will bring significant technical expertise and creative flair to the team. Key responsibilities Partner closely with the wider programming team to define and champion technical requirements and standards for Molecule's new IP. Collaborate closely with artists and animators to define and architect pipelines between Digital Content Creation (DCC) tools and our in-house engine. Lead the development of project-specific graphics, animation and art pipelines / tools within our in-house architecture. Implement engine-level features to support the artistic ambitions of the project. Implement game-specific shaders and effects that lie beyond core engine capabilities. Skills required Previous experience in a similar level Art Technology role combined with an enthusiasm for game visuals and for collaborating with Art and Animation teams. C++ knowledge, including the ability to debug code within a multi-threaded environment Python and/or tools scripting experience Expertise with modern shader languages, graphics APIs and real-time rendering algorithms and techniques. Experience with 3D digital content creation (DCC) tools (Blender, Houdini or Substance) Excellent written and verbal communication skills Proactive, pragmatic and collaborative approach to problem solving. In return we offer the opportunity to be part of a talented, diverse and social team, with a top benefits package including (but not limited to): Competitive salary & bonus scheme Contributory pension scheme, life assurance, income protection and access to a financial planning coach 25 days holiday and discretionary additional holiday days over summer and Christmas Flexible working practices (onsite, hybrid, UK remote, core hours role dependent) Free lunches, snacks and refreshments on site Private health and dental insurance plus Online GP access Modern health EAP Free PS game codes and Sony product discounts Quarterly Molecule wellbeing days Gymflex discount £250 annual personal development fund and access to our online learning library Enhanced maternity and paternity leave Menopause policy Volunteering opportunities Media Molecule is an Equal Opportunity Employer. All persons will receive consideration for employment without regard to gender (including gender identity, gender expression and gender reassignment), race (including colour, nationality, ethnic or national origin), religion or belief, marital or civil partnership status, disability, age, sexual orientation, pregnancy or maternity, trade union membership or membership in any other legally protected category. We strive to create an inclusive environment, empower employees and embrace diversity. We encourage everyone to respond. If you're interested in this role but your salary requirements are above the range outlined, we'd still encourage you to apply! There could be flexibility for an exceptional candidate with the right skill set and mindset! Please mention the word **\*\*OVERTAKEN\*\*** and tag `RMzQuMjE2LjI0My4xODA=` when applying to show you read the job post completely (`#RMzQuMjE2LjI0My4xODA=`). This is a beta feature to avoid spam applicants. Companies can search these words to find applicants that read this and see they're human.

### Contacts

### Hiring organization

PlayStation Global

### Job Location

Remote

### Date posted

April 24, 2024

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