



SOFTWARE ENGINEER (C# .NET)

Design Works Gaming is seeking a Software Engineer for a full-time position. An ideal candidate is someone with the ability to creatively push the limits of software engineering in new and exciting ways; thrives on learning; and can work alone and as part of a team. Strong attention to detail and excellent communication skills are highly desired.

Duties & Responsibilities

- Responsible for the programming of applications onto platforms as dictated by project needs
- Maintain a clean code base
- Work with supervisors and project leads to ensure timely milestone-based deliveries
- Collaborate with designers, mathematicians, artists, audio engineers, and project leads to ensure an amazing end user experience

Requirements

- BA/BS in Computer Science or equivalent
- Must have previous development experience
- Comprehensive understanding of Object Oriented programming languages
- Ability to work independently and in a team environment
- An eye for quality and design cleanliness in user interfaces
- Strong analytical skills, self-motivation, dedication and discipline

Exceptional Candidates will possess

- C# .NET development experience
- Experience developing applications or user interfaces for end users
- Experience in a diverse pool of programming technologies

Compensation and Benefits

Salary DOE, excellent benefits and a casual fun environment.

Please check out our website at www.designworksgaming.com. Send your resume with references and salary history to employment@designworksgaming.com Resumes without these requirements will not be considered.

This is for a full time position in our Scottsdale office.

Five or less days of travel per year is required to attend industry trade shows.