Hometopia

LEAD ENGINEER (REMOTE)
Hometopia Inc.
Fulltime

About Hometopia:

Hometopia Inc. is a remote-focused joint venture between metaverse company Everyrealm and game company Giant Junior. Giant Junior was founded in 2002 as a game developer and publisher of popular casual and core games for PC, Mac, VR and Mobile. Their mobile titles achieved over 25MM downloads across top-grossing home design games like Design This Home and Design This Castle, amongst others. In 2016, they increased focus on core titles for PC and VR like Minor Deity, Life of the Dead and Hometopia. In 2022, Hometopia Inc. was spun out as a standalone company to focus on building and ushering in the next evolution of community-focused gaming.

Visit: https://www.hometopia.com
Game trailer: Link

About Everyrealm:

Founded in 2021, Everyrealm is one of the most active investors in and developers of the metaverse ecosystem. Everyrealm has holdings in 25 metaverse platforms, has developed more than 100 metaverse real-estate projects, owns over 3,000 NFTs and manages an esports gaming guild. Everyrealm also operates Realm Academy, the premier online educational campus in the metaverse. Everyrealm is backed by A16Z, Coinbase, Lightspeed, Dapper Labs, The Weeknd, Will Smith, Nas, Gunna, Paris Hilton and others.

Visit: https://www.everyrealm.com

Requirements:

- Fluent written/spoken English and excellent communicator
- 8+ years of general game development experience (C, C++, C#, Java, Unity, Unreal, other engines)
- 5+ years of Unity and C# specific experience
- 5+ years of professional game development experience

- Previously held Senior Developer role or equivalent
- Capability to set standards and help lead other developers
- Love for writing incredibly performant code and creating clean architecture
- Broad level knowledge of all technical areas of both game development and general software development
- Advanced expertise with performance and optimization and can provide samples
- Experience with building and/or implementing multiplayer frameworks to scale
- Worked on at least one non-mobile (PC, Mac, or Console) shipped game
- Close to the EST (New York City) timezone or willing to work full time hours that partially overlap

Awesome to have:

- AAA game experience
- Advanced experience with Photon PUN, Fusion, Mirror, Netcode, or similar
- Experience with procedural development and/or building mechanics
- Enjoy games like The Sims or Roblox
- Built and released own titles from start to finish

Benefits:

- Competitive Salary
- Remote work environment and friendly teammates
- Health Care Plan (Medical, Dental & Vision)
- Life Insurance (Basic, Voluntary & AD&D)
- Short Term & Long Term Disability
- Wellness and Mental Health perks