

Tools Programmer Vacancy for Razorworks Empire Interactive Europe Limited



Job Description	
Job Title:	Tools Programmer
Reports to:	Integration Team Leader
General overview of position:	To create development tools, working within the Integration Team, implementing the tool design from initial software design through code implementation, review, testing, debugging and tuning.
Main duties and responsibilities:	To fulfil the Tools Programmer role on one or more internally developed games including: - <ul style="list-style-type: none"> • To produce code to the highest standard that follows the established internal Coding Standards and is tested and debugged across all relevant platforms • To liase constantly with the Integration Team Leader to ensure milestones are achieved • To use your skills and experience to produce powerful, user-friendly development tools • Liase with the Programming, Design and Art teams to best achieve the design brief • Production of documentation for the tool users
Key contacts:	Project Leader, Integration Team Leader and Application and Technology programming teams.
Staff responsibility:	Not applicable.

Skills, Education, Background	
Software skills:	<ul style="list-style-type: none"> • Fluent knowledge of C/C++ (at least 2 years experience) • Windows 2000 API programming including DirectX / 3D experience • MS Office (Word, Excel) • Revision control software • PhotoShop • Working knowledge of Level Design packages advantageous (i.e. WorldCraft or in-house tools)
Educational qualifications:	<ul style="list-style-type: none"> • Relevant degree
Career background:	<ul style="list-style-type: none"> • Minimum 2 years Windows API programming experience • Keen gamer!

Package	
<ul style="list-style-type: none"> • Competitive salary + bonuses 	
<ul style="list-style-type: none"> • 25 days annual holiday 	
<ul style="list-style-type: none"> • Medical insurance cover 	
<ul style="list-style-type: none"> • Life assurance cover 	

Tools Programmer Vacancy for Razorworks Empire Interactive Europe Limited



Location

Razorworks
The Kidlington Centre
High Street
Kidlington
Oxfordshire
OX5 2DL

Tel: +44(0)1865 379596
Fax: +44(0)1865 379597

careers@razorworks.com

Kidlington is situated 6 miles north of Oxford City Centre and is easily accessible by car and public transport.

By car the main routes are M40 (J8 northbound, J9 southbound) and A34 (Peartree Interchange).

By train to Oxford Station then bus to Kidlington.

www.oxfordbus.co.uk



Context

Razorworks is a development team within Empire Interactive Europe Limited.

The Razorworks team was established in 1996. Razorworks' first title was a combat helicopter simulation entitled "Enemy Engaged: Apache Havoc" which was released to critical acclaim in 1998. It's award winning successor "Enemy Engaged: Comanche Hokum" followed in 2000.

In 2002 Razorworks released their first car racing title "Total Immersion Racing" which was followed by a second car racing title, "Ford Racing 2", in 2003.

www.razorworks.com

www.empireinteractive.com