

## Programmer Vacancy for Razorworks Empire Interactive Europe Limited



<b>Job Description</b>	
Job Title:	Xbox Programmer
Reports to:	Lead Technology Programmer
General overview of position:	To maintain Xbox specific code. To design and implement new functionality with responsibility of initial software design through to code implementation, review, testing and debugging.
Main duties and responsibilities:	<p>To fulfil the Xbox Programmer role on one or more internally developed games including: -</p> <ul style="list-style-type: none"> <li>• To produce code to the highest standard that follows the established internal Coding Standards and is tested and debugged across all relevant platforms</li> <li>• To develop code to implement the wishes of both the Game Design and Art Design that complies with external Technical Requirement policies of console manufacturers and internal requirements</li> <li>• To assist the Lead Technical Programmer to produce a software design solution for the Game Design and Art Design</li> <li>• To assist the Lead Technology Programmer to produce schedules and milestones</li> <li>• To liase constantly with the Lead Technology Programmer to ensure milestones are achieved</li> <li>• To liase constantly with the Lead Technology Programmer and Lead Designer and Lead Artist to ensure any work is properly implemented and to identify and resolve any issues</li> </ul>
Key contacts:	Project Leader, Lead Technology Programmer, Application Programming Team, Technology Programming Team, Art Manager and Lead Artist.
Staff responsibility:	Not applicable.

<b>Skills, Education, Background</b>	
Programming skills:	<ul style="list-style-type: none"> <li>• Fluent knowledge of C (at least 4 years experience)</li> <li>• Fluent knowledge of 3D graphics, sound, networking, and x86 programming</li> <li>• Fluent knowledge of the Xbox console development environment</li> <li>• Fluent knowledge and understanding of Xbox Live! programming</li> <li>• Fluent knowledge of TCR issues relating to the Xbox</li> </ul>
Software skills:	<ul style="list-style-type: none"> <li>• MS Visual Studio</li> <li>• MS Office (Word, Excel)</li> <li>• Revision control software</li> <li>• Photoshop</li> </ul>
Educational qualifications:	<ul style="list-style-type: none"> <li>• Relevant degree</li> </ul>
Career background:	<ul style="list-style-type: none"> <li>• Minimum 4 years</li> <li>• At least 2 published titles – preferably at least one being Live! enabled</li> <li>• Keen gamer!</li> </ul>

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### Package

- Competitive salary + bonuses
- 25 days annual holiday
- Medical insurance cover
- Life assurance cover

### Location

Razorworks  
The Kidlington Centre  
High Street  
Kidlington  
Oxfordshire  
OX5 2DL

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Fax: +44(0)1865 379597

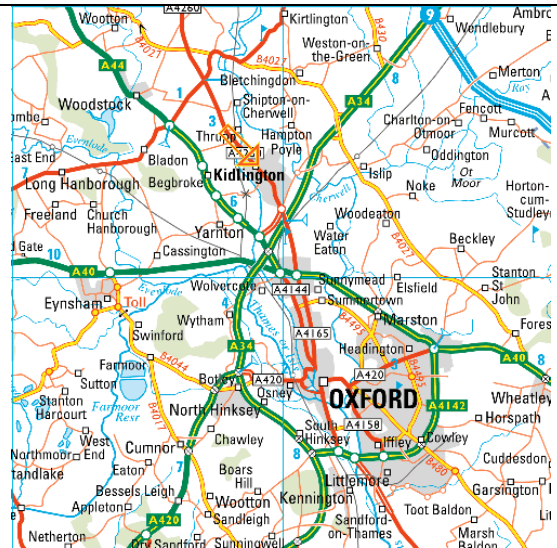
[careers@razorworks.com](mailto:careers@razorworks.com)

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](http://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](http://www.razorworks.com)

[www.empireinteractive.com](http://www.empireinteractive.com)