



very very spaceship

vvspaceship.website

very very spaceship is a motley crew of space faring game designers, engineers and artists from the Pacific Northwest and beyond. For the past three years, under the leadership of BAFTA winning founder Sean Vesce (Never Alone, Tomb Raider Series, Mechwarrior Series), we have been solving the problems of the unknown for incredible partners like Google, Niantic Labs, Microsoft, and others. We are a tight knit group of makers thriving in our undiscovered future, making shared game experiences with AR, VR, Geolocation, Live Streaming and more. For the last few years we have been working with Niantic Labs on Transformers: Heavy Metal. In addition to our client work, we try to make time for our side projects like the [VVS Peregrine](#), and our various [itch.io goof games](#)

very very spaceship is now recruiting for a diverse expansion to our crew to support upcoming missions. We are searching the galaxy for a Gaming Technical Director. Qualified candidates are energetic self starters, adept at managing several creative internal projects at once and handling an evolving schedule of events. Candidates are inclusive by nature and naturally motivated to support others to achieve beyond their own expectations.

Qualified candidates can apply by emailing, crew@vvspaceship.email with cover letter (tell us a story about you), resume (show your work history).

Position Description: Tech Director

As our Technology Director you will drive our internal engineering effort through all phases of development, including pre-production, production and live operations. You will manage a diverse team of engineers to develop architecture, features and content based on the development strategy, workflows and best practices which you establish and oversee. In your leadership role you will collaborate deeply with other leads, team members and stakeholders to ensure a shared vision, strategy, and targets for quality and timeliness. In addition as a leader, you will help to develop our unique work environment through activities that promote our core values.

About You:

- ★ You have led diverse teams and know how to work with people from diverse backgrounds.
- ★ You believe your role as a leader is to empower your team to grow in their career.
- ★ You believe in the power of collaboration and low ego development.
- ★ You are not afraid to jump in and do whatever it takes to support your team and the project.

Responsibilities:

- ★ Lead the execution of our engineering effort through a combination management / mentoring of a diverse team of technical professionals and hands-on engineering
- ★ Collaborate with internal and external stakeholders and staff to rapidly design, determine technical needs, tasking, evaluation, debugging, polishing and optimization of high quality core systems, features and content
- ★ Special partnership and cooperation with Niantic's Lightship Platform team to successfully co-develop groundbreaking Geoloc / AR games
- ★ Demonstrate and apply strong problem-solving and debugging skills
- ★ In coordination with other leads, prioritize engineering team tasking using insights gained through active build reviews, evaluation of incoming publisher and user feedback
- ★ Implement best practices, training and regular code review process to ensure all code developed is clean, optimized, memory efficient, extensible and maintainable
- ★ Proactively problem-solve performance and stability issues
- ★ Oversee regular progress reporting to internal and external stakeholders
- ★ Active involvement in individual engineering team member's professional development

Minimum Qualifications:

- ★ 8+ years of relevant programming experience in games or games adjacent industries, with strong experience with Unity
- ★ Proven track record building and managing exceptional engineering teams of 10 or more people for game related companies or groups

- ★ Strong track record for rapid prototyping and iteration of highly novel interactive experiences on emerging technologies (VR, AR, Geoloc, Live Streaming, etc)
- ★ Agile development experience
- ★ Bachelor's degree in computer science or equivalent experience
- ★ Strong task and schedule management skills
- ★ Proficient in C# and object-oriented programming
- ★ Ability to work well in a fluid, changing environment as creative challenges evolve
- ★ Excellent partnership and communication skills

Desired Qualifications:

- ★ Experience working on a LiveOps supported game
- ★ Worked on the developer side of the gaming industry
- ★ Knowledge or proficiency in C#, Objective-C, Java, JS, Typescript, Swift, SQL or equivalents

Location:

- ★ We are open to fully remote, and we are also operating in a hybrid environment in our Seattle, Washington studio. Our studio space is in the Fremont neighborhood of Seattle.

Our Values:

- ★ It starts with creating fun, intuitive and novel game mechanics
- ★ We judge our work based on how it plays, not how good the specs read
- ★ We prototype more and pontificate less
- ★ Everyone at VVS is a jack-of-all-trades
- ★ Everyone is expected to roll up their sleeves and get messy
- ★ We actively listen to our peers regardless of discipline or level of experience
- ★ We stay positive, especially when we find ourselves in a jam
- ★ Above all, we follow a principle of *Core before More™*

very very spaceship is proud to be an equal opportunity workplace committed to a diverse workforce. We do not discriminate based on age, ancestry, color, gender identity or expression, genetic information, marital status, medical condition, national origin, physical or mental disability, political affiliation, protected veteran status, race, religion, sexual orientation, or any other trait that makes you, you. The more inclusive we are, the better our work is.