



very very spaceship

vspaceship.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 Client Engineer II. 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@vspaceship.email with cover letter (tell us a story about you), resume (show your work history).



Role Description: Client Engineer II

As a Client Engineer II, you collaborate closely with your design and narrative peers to build fun, whimsical, and fulfilling game experiences. Your primary duty is helping to realize the creative vision of the studio. This means building new software and services and working with existing ones. You work alongside other engineers to write code, create workflows, and build infrastructure to keep VVS humming with productivity. In addition to thriving in Unity, you like to have an impact on projects outside of the editor. Engineers who thrive at VVS have a 'maker' mentality and value the end product over the elegance of a line of code.

About You:

- ★ You have a passion for learning new things and approach your work with an apprentice mindset.
- ★ You are highly motivated by the success of the project and adept at quick, iterative prototypes as well as understanding how to build for the long-term.
- ★ You value collaboration, transparency, and craftsmanship.
- ★ You shine at finding problems and fixing them.
- ★ You love maximizing your peers' impact by eliminating their pain points through code.

Responsibilities:

- ★ Build and maintain from-scratch client experiences
- ★ Extend and support existing client experiences
- ★ Stand-up prototypes to help drive decisions
- ★ Estimate complexity of work for client implementations
- ★ Work closely with server engineers to add backend support to client experiences
- ★ Collaborate across disciplines to ensure consensus and understanding of client functionality and trade-offs
- ★ Provide generic infrastructure to support game jams and other internal side projects

Minimum Qualifications:

- ★ 5+ years working on client/frontend experiences
- ★ Experience with Unity, Unreal, or other game engine
- ★ Experience with networking or web APIs
- ★ Experience with Git or other source control versioning

- ★ Strong analytical and debugging skills
- ★ Understanding of design considerations for mobile clients
- ★ Attention to detail, ability to complete end-to-end features with some ambiguity
- ★ Ability to work well in a fluid environment as creative and technical challenges evolve
- ★ Excellent partnership and communication skills

Desired Qualifications:

- ★ Strong interest in games and game development, especially for mobile
- ★ Experience working on a LiveOps supported game
- ★ Experience working with Unity Asset Bundles or similar technology
- ★ Experience building internal tooling to tune and update client experiences
- ★ Naturally curious about new industry trends and best practices

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.