



## **very very spaceship**

[vvspaceship.website](http://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 Backend 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@vvspaceship.email](mailto:crew@vvspaceship.email) with cover letter (tell us a story about you), resume (show your work history).*



## **Role Description:** Server Engineer II

As a Server Engineer II, you build, maintain, and scale out backend services required for making amazing experiences. You are responsible for speed and availability of services and work with a team of other server engineers to develop best practices.

Throughout your work, you will collaborate with a range of fellow game developers to help develop systems and features in support of game experiences that inspire delight and wonder. You support effective development strategies, shaping how and when work gets done and working to provide insights to other departments to help make decisions that best support the player experience.

### **About You:**

- ★ You are highly motivated by the success of the project.
- ★ You are adept at quick, iterative prototypes to support experiments as well as understanding how to build for the long-term.
- ★ You strive to achieve the goals of the overall player experience through the lens of security, maintainability, and cost.
- ★ You understand the trade-offs of privacy through client-side work and the gains of server-side aggregation and computation.

### **Responsibilities:**

- ★ Build and maintain from-scratch services
- ★ Extend and support existing services
- ★ Stand-up prototype services to help drive decisions
- ★ Evaluate server technology and make recommendations on adoption
- ★ Estimate complexity of work for service implementations
- ★ Work closely with partners on service implementation, scaling, and maintenance
- ★ Collaborate across disciplines to ensure consensus and understanding of service functionality and trade-offs
- ★ Provide generic service infrastructure to support game jams and other internal side projects
- ★ Detail-oriented approach to designing APIs and maintaining services

### **Minimum Qualifications:**

- ★ 5+ years working on back-end services
- ★ Experience with AWS, Azure, or Google Cloud Platform

- ★ Experience with Java, node.js, C#, Go, or other service language/framework
- ★ Experience with WebSockets and REST APIs
- ★ Experience with SQL or other database technology
- ★ Experience with Git or other source control versioning
- ★ Proven track record of building and maintaining high-availability and high-scale services
- ★ Strong analytical and debugging skills
- ★ Understanding of design considerations of client call patterns
- ★ 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
- ★ People leadership skills and desire to lead others
- ★ Experience working on LiveOps for a mobile title
- ★ Experience building internal tooling to tune and operate client experiences
- ★ Understanding of service considerations with mobile clients
- ★ Understanding of newer or emerging server and web technologies (GraphQL, React, NoSQL, Redis)
- ★ Curiosity of 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.