



Back Catalogue Developer

We love games, so we make games people love to play! Since 2009, PikPok has been making quality mobile games for the whole world to enjoy.

We focus on engaging and delighting players with high quality art, intuitive gameplay and rewarding in-game experiences.

Our team is based in Wellington, NZ, and is made up of talented folk from all over the globe.

We've released successful original games including Flick Kick® Football Legends and Into the Dead®. We also work with top notch partners to create fun, entertaining games that are loved internationally.

PikPok values the contributions of people with diverse backgrounds, experiences, skills, and perspectives. We want our games to reflect the diversity of the people playing them now and in the future. People with curiosity, a sense of ownership, and who actively collaborate will fit well with our values.

In return, we commit to being an employer who balances fun and delivery. We pride ourselves in providing a work environment where it is safe to be yourself. Our teams enjoy the satisfaction that comes from creating success and joy, entertaining the world, and working together.

Live the PikPok values

About the role

PikPok wants to create success and joy through entertaining the world by working together.

We are looking to recruit into our Back Catalogue Team, to boost our capacity to maintain and improve our existing titles, as our portfolio of games continues to grow. Our Back Catalogue Titles are those which are alive and active, but don't have a full-time, internal team assigned to them.

This opportunity would require someone skilled with C#, and ideally with the Unity Games engine, although for strong technical applicants, previous games industry experience is not required. The role would suit a generalist well and will typically involve working on smaller projects with greater autonomy than in larger product teams. There is opportunity to be involved in iterative design and analysis of our titles.

The ideal candidate will be:

- Confident with C# and software development best practices;
- Interested in games;
- Interested in mobile apps and providing a compelling user experience;
- Experienced with Unity game engine - this is a major advantage;
- Self-motivated, have inherent desire to learn and see tangible results from your work;
- In possession of common sense, a pleasant manner, a calm, and positive outlook and be reliable;
- Bonus points for:
 - Familiarity with spreadsheets. Either for game balancing, string tables or to deal with data is very beneficial.
 - Understanding an evidence-based approach for decision making, and able to digest analytical data from dashboards and charts.
 - Familiarity with Apple and Google submission process, or willingness to learn;
 - Being proactive and organized, there isn't a team of producers to organize your work for you;
 - Monetization-focus - most of the opportunities for positive changes include maximizing the value propositions and the effectiveness of their messaging within our games; a natural motivation to increase profitability is a major plus.

Responsibilities

- Add or improve features within existing games to maximise the title's potential;
- See through small updates to live games from start to release, without reliance on other developers to make code changes, resolve build errors or fix bugs;
- Interact with game assets within Unity, as required to make the necessary changes;
- Develop code for titles with minimal guidance from other technical staff:
 - Write quality code, adhering to coding standards and studio development policies.
 - Test implemented functionality prior to handoff to QA.
 - Iterate effectively and as required.
- Update game's Unity Engine and third party SDKs for improved performance or support;
- Ask questions and seek clarification and assistance when needed;
- Demonstrate a firm grasp of communication, soft skills and professional practice;
- Play studio games and, where appropriate, offer constructive input to achieve high quality results;
- Relatively high levels of autonomy and trust - there aren't many of the usual structures of accountability and back-up in place as normally makes sense for larger teams and projects;
- Everything you do will ultimately be in support of high-level company goals;
- Monitoring game performance, crash rates, android vitals, new bugs;
- Stay aware of technological changes, such as new operating systems, deprecated APIs, etc.
- PikPok's priority is the health and safety of all those around us. Our people are encouraged to work together to provide a safe environment for all.
 - Health and safety procedures are understood and adhered to;
 - All identified hazards are reported to HR@pikpok.com within five working days;
 - Report all accidents, incidents or near misses to HR@pikpok.com within two working days;
 - Participate in Health & Safety training as required;;
 - Take responsibility for personal Health & Safety behaviour in the workplace;
 - Complete any requests to support H&S correction activity in and for the Studio;
 - Actively support Health and Safety initiatives in the Studio;
 - Recognise and reward positive health and safety behaviours in others (if a manager of people);
 - Promote and encourage process improvement opportunities to further improve health and safety (if a manager of people).

Skills

- C# scripting;
- Knowledge of software development best practices;
- Build Management;
- Python is a bonus;
- Affinity with UI/UX, JIRA, data/analytics is a bonus.

Relevant Technologies

Bonus points for familiarity with any of these technologies.

- Unity
- C#
- Python
- Team City
- JIRA
- SVN
- Excel / Google Sheets

Contact

Please send your application along with a digital copy of your résumé/CV to: careers@pikpok.com. Additional contact details can be found below and by visiting us online at www.pikpok.com