



Online Services Developer

Are you passionate about games?

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 Rival Stars® Horse Racing, Agent Intercept™, Into the Dead® 2, Flick Kick® Football Legends and Shatter™. We also work with top-notch partners to create fun, entertaining games that are enjoyed across the globe.

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.

PikPok is dedicated to delivering exceptional player experiences. If you have the same drive to support the delivery of quality of service to our customers, then you might just be the **Online Services Developer** we're looking for!

We're PikPok, and we make games!

About the role

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

We're looking for an entry-level online services developer who wants to learn all about how to build and maintain backend services. You'll be working on our online services team, helping to improve and maintain PikPokPlus, our core online services backend. Game product teams are multidisciplinary, and we want someone who wants to support them to bring success through collaborative problem solving. You should enjoy working with others, as well as having foundational knowledge of programming, ideally with some understanding of servers and databases.

Online Services Developers use their knowledge & skills in software development, web & service development and where applicable systems administration to aid the product development teams in delivering world class solutions to a global audience. They work to deliver quality & timely solutions to support the internal operations of PikPok and also externally to our millions of customers.

Live the PikPok values

- Be Curious - Be interested in everything. Ask questions often. Seek to understand our players, their motivations and behaviours. Frequently challenge your own ideas and positions. Understand that everyone has something to teach and learn. Bring a level of enthusiasm and passion to your work.
- Take Ownership - Don't procrastinate. Be willing to make a commitment and own any subsequent successes and failures. Have the maturity to learn from mistakes and be hungry for feedback. Understand that quality is everyone's business and push yourself and others to own the delivery of quality. Be reliable, with a willingness to take a feature (or similar) and own it, including driving it, ensuring it is completed, looping in others, updating artifacts, and more.
- Collaborate Well - Have a willingness to collaborate with others and think beyond yourself. Have the ability and willingness to actively listen to others and see their side of the issue. Be willing to take advice without being defensive and to separate work critique from personal critique. Understand the common purpose, support and nurture colleagues. Work toward the benefit of the company and project. Be respectful. Be understanding. Be kind.

Stakeholders and key relationships

- Internal
 - Online Services Development Manager.
 - Game Product Teams.
 - Tech Division.

Responsibilities

1. Provide software development services for PikPok including but not limited to:
 - Development of our online services platform PikPokPlus:
 - Write quality code adhering to coding standards and studio development policies.
 - Build associated unit tests and test functionality prior to handoff to QA and release.
 - Iterate effectively and as required.
 - Maintaining, upgrading, and development of internal and external web sites and web/online based solutions.
 - Working with management to identify improvements to the online service development process and tool chain.
 - Working within a small, motivated team - communicating effectively within that team as well as outwardly.
 - Programming, scripting and design work on support systems, research projects, development libraries, and internal/external tools.
 - Loading and configuration of software packages.
 - Producing design, development, process, and technical documentation as required.
 - Performing testing and quality assurance and associated work.
 - Special projects as requested by line manager.
2. Contribute to the effective and efficient operations of PikPok by:
 - Participating actively as a member of the PikPok team.
 - Willingly interacting with all members of the project team (face to face) and actively participating in discussion where appropriate.
 - Fostering open, two-way communications at all levels.
 - Playing studio games and, where appropriate, offering constructive input in order to achieve high quality titles.
 - Demonstrating a firm grasp of basic expectations around communication, soft skills and professional practice.
 - Actively upholding company values.
3. Undertake projects as requested by the line manager and online services lead.
4. 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, by:
 - Ensuring health and safety procedures are understood and adhered to.
 - Reporting all identified hazards to HR@pikpok.com within five working days.
 - Reporting all accidents, incidents or near misses to HR@pikpok.com within two working days.
 - Participating in Health & Safety training as required.
 - Taking responsibility for personal Health & Safety behaviour in the workplace.
 - Completing any requests to support H&S correction activity in and for the Studio.
 - Actively supporting Health and Safety initiatives in the Studio.

Experience and attributes

Requirements:

- Fluent in one or more programming languages.
- Tertiary equivalent level of knowledge in programming.
- Aptitude for learning new skills.
- Strong problem solving skills.
- Exposure to software architecture and design principles.
- Strong communication skills.
 - Able to talk through problems and collaborate in system design.
 - Able to communicate effectively regarding technical ideas with those without the relevant technical background.
- Ability to handle sensitive/confidential issues.
- Commitment to PikPok's long term objectives.
- Drive to achieving quality output and outcomes
- Must be a New Zealand resident or have a relevant Visa.

Desirable:

- Python experience is highly desirable.
- SQL database knowledge is highly desirable.
- Experience with Redis, Python web frameworks, and Celery.
- HTML, CSS, JavaScript knowledge.
- Familiar with Scrum/Agile development practices.
- Some knowledge of game development, specifically C# & Unity advantageous.
- Understanding of Kubernetes.
- Familiarity with DevOps skills.
- Knowledge of AWS and associated services.

To Apply:

- Please send your application to careers@pikpok.com
- Closing date for applications – 04 February 2021.