

Job Description

Job Title:	Programmer	Reporting To:	Lead Programmer
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Job Summary:

Job Purpose:	<ul style="list-style-type: none"> • To develop all required areas of the Championship Manager series of football management games. • To be able to contribute specifically to the Human-Computer Interface of the Championship Manager series of football management games. • Participate in the design and testing of software in a specific timeframe. • Perform programming of tools and utilities to support work on the project in a specific timeframe. • To work overtime as and when necessary, for example to meet deadlines.
Primary Duties:	<ul style="list-style-type: none"> • Develop high quality software using C++ and OOD. • Ability to design, implement and review systems for use in the development of a full game in a specific timeframe. • Ability to optimize and debug own code, from low-level libraries through to in game code. • Ability to consider cross platform issues and develop for cross platform API's. • Generate the highest quality work, leading to the highest quality games. • Ability to schedule own work, and honestly and openly appraise personal and project progress. • Desire to push game play technology forward wherever possible. • Positive contribution to team goals, and project focus. • Responsible adherence to, and proactive contribution toward, the EIDOS Coding Standards. • Approach user interface development with a sensitivity to nuances of football that allows proactive early identification of risks. • An interest in and familiarity with football presentation techniques across print, online and televisual media.

Person Specification:

Profile	Essential	Desirable
Experience & Qualifications	<ul style="list-style-type: none"> • Commercial experience • Minimum two completed projects including significant component in HCI • A good degree (1st or 2:1) in a relevant subject such as computer science, mathematics or physics • Experience of developing football games 	
Technical Skills	<ul style="list-style-type: none"> • Excellent C++ • Strong OOD skills • Strong knowledge of design patterns and the standard template library • Strong knowledge of HCI architectures • User interface development experience 	<ul style="list-style-type: none"> • Cross platform development experience • Optimisation • Strong maths skills
Interpersonal Skills	<ul style="list-style-type: none"> • Team Player • Open to constructive criticism • Good Communicator 	
Other Skills/Requirements	<ul style="list-style-type: none"> • Excellent Knowledge and experience of Games and in particular football games. • Disciplined programming skills • Flexibility in working out of office hours. 	
Motivations & Interests	<ul style="list-style-type: none"> • Strong knowledge of football • Football Fan • Experience of working in the Gaming Industry. 	