■ Game VFX GANDIVA Engine Developers Wanted ■

Currently, the environment surrounding the game VFX is
more advanced, more complicated and more flexible.
Because of its specificity,
a dedicated game VFX engine is created for each major and in-house game engines,
such as DCC Tools,
there is no consistent software that are used by various development sites.
Therefore, VFX designers must always use multiple development softwares.

In order to overcome the hard hurdle,
we are developing with a consistent development software
aimed for video game and VFX industry.
Japanese developer have always been aiming to produce top quality VFX.
Therefore we will aim further with technology and pride to further increase the field of real-time VFX

Job Description

We are looking for staff to develop real-time VFX engine
with the goal of becoming the standard tool of the game industry.
Because it is an engine in development, diverse knowledge is needed,
it is also an interesting and rewarding experience.
In Agni-Flare, development is is centered around programmer as the core
that will lead and push the progress forward.

AGNI-FLARE CO., LTD.
Representative Director Takeshi Inaba

Application Requirements

【Requirements】
1. Experience with C ++ development
2. Experience with 3D tool or game development

【The following skills are a plus】
1. Experience with game engine development
   ＊Preferred experience in multi platform engine development.
2. Experience with Qt development
3. Experience with scripting such as Ruby or Python

Contact
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