

Screen Queensland Internship - Position Description

Position Overview:

As a Software Engineer Intern, you will play a crucial role within our software development team, focusing on maintaining code quality, project health, and performance excellence throughout your engineering tasks. Your role will involve providing support to the broader team and setting an example by adhering to high standards while gaining valuable insights into video game development.

Your responsibilities will include overseeing the overall progress of tasks within the project, coordinating efforts to address bugs, and adeptly pinpointing the underlying causes of complex issues, including elusive native crashes. Additionally, you will be responsible for reporting your experiences and learnings to Screen Queensland as instructed by them.

Key Responsibilities and Accountabilities:

- Create custom UI for a major VR game Project
- Implement UI elements using CSS and TypeScript
- Work closely with UI Artist & Game Engineers
- Deliver functional, well-tested, and maintainable code
- Develop, test, implement and update user facing features
- Work closely with the team to ensure technical compatibility
- Actively participate in Agile/Scrum methodologies, including sprint planning, stand-up meetings, and retrospectives.
- Collaborate with UI Artists, Designers and backend developers to implement user interfaces and enhance user experience.
- Write clean, efficient, and maintainable code in TypeScript
- Troubleshoot and debug issues across various platforms
- Work closely with Engineering teams to conduct thorough testing and ensure the quality of UI before deployment.
- Collaborate with production and stakeholders to define project requirements, timelines, and deliverables.
- Participate in code reviews to provide and receive constructive feedback for continuous improvement.

Specific Attributes, Skills, Qualifications & Experience:

- Experience in Frontend Development
- Experience in developing using web-technologies
- Experience with CSS, TypeScript and/or JavaScript
- Understanding of software development best practices
- Understanding of front-end performance and optimization.
- Strong communication and excellent troubleshooting skills

Bonus Points!

- Experience implementing UI in games
- Passionate about games
- C#/Unity knowledge
- Experience in VR

Position Description Last Updated: February 2024