JOB OFFER

GAME TECHNOLOGIES
R&D ENGINEER

THE COMPANY

Nintendo European Research and Development (NERD) is a French subsidiary of Nintendo. We are a company of around 75 employees who share a passion for creating key software technology and cutting-edge solutions for Nintendo Switch™ and other Nintendo platforms. In close collaboration with counterparts in Japan and the USA, we contribute in fields such as emulation, signal processing, content generation, computer vision, machine learning, system development, optimization and security to create solutions deployed on over a hundred million homogeneous devices. Come discover an engaging and welcoming work environment in the heart of Paris and join our unique team in its mission to put smiles on people's faces!

POSITION RESPONSIBILITIES

This role requires to explore, define and implement software solutions in the fields of

- C/C++ development
- High performance implementation
- Low-level optimization
- Middleware and SDK elements
- Compression algorithms
- Real-time rendering
- Innovative graphical user interface

The goal will be to aim for and exceed state of the art solutions in these fields.

The operating environments are Windows/Linux, and the Nintendo consoles' OS and SDK.

Nintendo is an international company, and employees are expected to work in a multicultural environment, collaborating with game developers to bring new technologies to the market, and of course, smiles to our users' faces!

This position is the starting point for the applicant but does not define a limit; we strive to facilitate personal development within the company and expect our employees to learn and be able to express their full potential.

CANDIDATE PROFILE

NERD is an equal-opportunities employer. All characters are welcome, regardless of gender, ethnicity, religion, sexual orientation, ableness or age.

We are looking for people who:

- Have knowledge in fields mentioned above
- Are passionate about what they do
- Are problem solvers and fast learners
- Want to push the boundaries
- Are autonomous and team players

The following are desirable:

- Master's degree or PhD in computer science or a relevant scientific field
- Multi-platform development, console development
- Statistics
- Signal processing
- Numerical simulation
- Graphics APIs
- Experience in the game development or the computer graphics industry
- Other programming languages (python, rust, …)

We expect candidates to be proficient in English, both written and spoken. The majority of employees speak French, but we also welcome non-French speaking candidates to apply. French, English and Japanese lessons are provided in the office for those willing to learn.

ADDITIONAL INFORMATION

This full-time position is located in central Paris, France, and candidates are expected to relocate near Paris (support provided for international relocation).

CONTACT

If you believe you are the right person for this position, please send a resume and a cover letter to **apply@nerd.nintendo.com** with **GAMETECH2024** in the subject line.