



## JOB DESCRIPTION | Unreal Developer

[Quidich Innovation Labs](#) is a global company headquartered in Mumbai, India that pioneers in customized technology solutions for Sports Broadcast. From the outset, we have believed in the power of the story that sport tells as a tool to bring people together; and that this story best reaches fans, through the way it is broadcast. Building on this thinking, we have created various technology tools over the past five years and deployed them at tournaments such as the Indian Premier League, ICC Men's T20 World Cup, ICC Women's World Cup and Men's FIH Hockey World Cup, to name a few.

### Role

We are excited to be growing our Graphics team working on the Unreal Engine. We're using this platform to open up new pathways into the business by bringing on board an Unreal Developer. The role will be a vital one in building our virtual rendering system. You will be responsible for building and extending upon our developments in the Unreal Engine that enables our artists to create compelling and spectacular virtual worlds for use in AR and other broadcast graphics productions. This is not a traditional gaming role but forms a new and exciting role within Quidich. The position will encompass a number of unique challenges and interesting areas of development, all working towards improving the design output and maximizing the visual fidelity and power of the Unreal Engine.

### Responsibilities

- Developing a scalable and performant Unreal control application
- Working closely with the design team, from specification through production
- Using UE5's framework to create game systems and features in C++ and Blueprint, factoring external direction and team feedback into design decisions.
- Guiding artists and Blueprint developers to create work that adheres to the design of game systems while maintaining good style and optimization standards.
- Diving into the UE5 source to make necessary architectural changes and understand how that will affect future versions of the engine.
- This is a general programmer role, so tasks will involve things ranging from, but not limited to: Simple and complex AI, UI, cinematics, optimization, engine functionality, particle effects integration, sound integration, and general gameplay mechanics.
- Must have very strong problem-solving and analytical skills.
- Maintaining internal engine builds, using Perforce and other tools to distribute builds to the team.
- Maintaining and developing UE4&5 plugins.
- Developing Game Play Mechanics.

### Required Skills and Competencies

- 2 years of practical experience with the Unreal Engine
- Detailed knowledge of C++
- Experience in making UE5 editor plugins to aid artist workflows

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- Basic knowledge of Full / Mern Stack technologies would be an added advantage.
- Good working knowledge of source control, including best practices (branching/streams)
- Strong understanding of data structures, algorithms, complexity, and system design
- Understanding of Computer Science fundamentals
- AR/VR development experience, interest in Oculus Quest2 and other Virtual Reality tools.
- UE 5 mobile experience (IOS and Android)
- Experience with one or more of the following: 3D asset creation, shader creation, rigging, procedural animation logic
- Leadership experience

**Reporting To:** Product Lead

**Joining Date:** Immediate (Mumbai)

*Interested candidates please send your CV to [careers@quidich.com](mailto:careers@quidich.com)*

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