(FULL TIME) Experienced Senior Programmer JAPAN

AREA 35, Inc. is a small dynamic Japanese development company based in Tokyo, JAPAN looking to recruit an experienced senior programmer for the purposes of games development. In 2017 we released our first consumer title TINY METAL on the Nintendo Switch, Playstation 4, Windows, and macOS. AREA35 also works in the field of anime media production, with a view to expanding and integrating the exciting pioneer field of real-time rendering into mainstream production.

At AREA 35, you will get to work alongside with some of the leading developers and the best talent in the industry such as Kenichi Iwao (*Resident Evil [Biohazard], FINAL FANTASY XI/XIV*), artists Yusuke Kozaki (*Pokemon GO, Fire Emblem*) and Takuya Suzuki (*Diablo III, StarCraft II, FINAL FANTASY XV*) in a small knit team on one of our latest projects. The company intends to be making a Japanese Strategy/RPG in a similar vein to classics such as *Tactics Ogre*, *Vandal Hearts*, and *Bahamut Lagoon*. Please note that this is a position in Tokyo, and not remote.

AREA 35 is dedicated to growing our company and letting our employees reach their full potential. We can offer a western style working environment in Japan, with emphasis on providing true work/life balance. Your hours can be flexible, and we provide generous paid holidays to our employees. We are dedicated to producing the very best Japanese games with a dash of true western flair.

Business VISA sponsorship will be provided to successful applicants.

Requirements

- A proven track record of having worked on at least 1 shipped consumer titles to release and preferably 5+ years working as a programmer in the games industry
- Expert Knowledge in C++ and the use of the Unreal Engine
- Experience with behavioural AI prefered
- University degree or higher education, equivalent in a relevant field or 10 years working in the games industry in any capacity (Required for VISA requirements)

Work Details

- Developing complex game systems and working with Game Designers and Artists
- Developing out existing and new-as-needed internal tooling
- Mentoring and guiding junior team members
- Bringing title through console requirements process
- Code review
- Assisting in overall architectural design
- Responsibility for over specific gameplay systems

Preferred

- An interest in working on a Japanese game with top developers
- Previous experience working in Japan, and in a Japanese working environment
- Japanese language skills, or an interest and willingness to learn
- Ability to multi-task and work on multiple projects at the same time
- Have a proactive work ethic and a desire to learn and improve

- A love of computer games

Remuneration & Work Conditions

- 400,000 - 800,000 JPY / Month plus yearly bonus
- National Health Insurance and Pension support (社会保険)
- VISA Sponsorship for foreign applicants
- Mondays to Fridays-8 hour work day, not including a standard 1 hour lunch break
- No regular overtime
- Paid Holidays + Public Holidays
- Paid commute (by public transport)

For interested candidates please send an email to hiroaki.yura@area35east.com with your C.V, alongside documentation of any pertinent qualifications and referrals. An example of some sample code that you have written will also be preferred (to be sent by some form of cloud storage). The applicant will be responsible for any associated costs with this, and it will be their responsibility to make sure that submitted code is not in breach of any existing NDAs or copyright.

(FULL TIME) Junior Programmer JAPAN

AREA 35, Inc. is a small dynamic Japanese development company based in Tokyo, JAPAN looking to recruit an experienced senior programmer for the purposes of games development. In 2017 we released our first consumer title TINY METAL on the Nintendo Switch, Playstation 4, Windows, and macOS. AREA35 also works in the field of anime media production, with a view to expanding and integrating the exciting pioneer field of real-time rendering into mainstream production.

At AREA 35, you will get to work alongside with some of the leading developers and the best talent in the industry such as Kenichi Iwao (*Resident Evil [Biohazard], FINAL FANTASY XI/XIV*), artists Yusuke Kozaki (*Pokemon GO, Fire Emblem*) and Takuya Suzuki (*Diablo III, StarCraft II, FINAL FANTASY XV*) in a small knit team on one of our latest projects. The company intends to be making a Japanese Strategy/RPG in a similar vein to classics such as *Tactics Ogre*, *Vandal Hearts*, and *Bahamut Lagoon*. Please note that this is a position in Tokyo, and not remote.

AREA 35 is dedicated to growing our company and letting our employees reach their full potential. We can offer a western style working environment in Japan, with emphasis on providing true work/life balance. Your hours can be flexible, and we provide generous paid holidays to our employees. We are dedicated to producing the very best Japanese games with a dash of true western flair.

Business VISA sponsorship will be provided to successful applicants.

Requirements

- A proven track record of having worked on at least 1 shipped game to release, and preferably 1+ years programming videos games
- Beginner knowledge of C++ and the use of the Unreal Engine
- Knowledge with common game logic patterns
- University degree or higher education, equivalent in a relevant field or 10 years working in the games industry in any capacity (Required for VISA requirements)

Work Details

- Gameplay programming
- Working with artists and planners to provide them with the gameplay systems they need to build out content
- Troubleshooting behaviours between systems
- Assisting in bringing titles through console requirements process
- Code review
- Responsibility over specific gameplay systems

Preferred

- An interest in working on a Japanese game
- Previous experience of living/working in Japan, and in a Japanese working environment.
- Japanese language skills, or an interest and willingness to learn
- Ability to multi-task and work on multiple projects at the same time
- Have a proactive work ethic and a desire to learn and improve

- A love of computer games

Remuneration & Work Conditions

- 300,000 - 400,000 JPY / Month plus yearly bonus
- National Health Insurance and Pension support (社会保険)
- VISA Sponsorship for foreign applicants
- Mondays to Fridays-8 hour work day, not including a standard 1 hour lunch break.
- No regular overtime
- Paid Holidays + Public Holidays
- Paid commute (by public transport)

For interested candidates please send an email to hiroaki.yura@area35east.com with your C.V, alongside documentation of any pertinent qualifications. An example of some sample code that you have written will also be preferred (to be sent by some form of cloud storage). The applicant will be responsible for any associated costs with this, and it will be their responsibility to make sure that submitted code is not in breach of any existing NDAs or copyright.

2D Digital Artist

AREA 35, Inc. is a small Japanese development company based in Akihabara Tokyo looking to recruit a 2d Digital Artist. In 2017 we released our first consumer title TINY METAL on the Nintendo Switch, Playstation 4, PC, and macOS. AREA35 also works in the field of anime media production, with a view to expanding and integrating the exciting pioneer field of real-time rendering into mainstream production.

At AREA 35, you will get to work alongside with some of the leading developers and the best talent in the industry such as Kenichi Iwao (*Resident Evil [Biohazard], FINAL FANTASY XI/XIV*), artists Yusuke Kozaki (*Pokemon GO, Fire Emblem*) and Takuya Suzuki (*Diablo III, StarCraft II, FINAL FANTASY XV*) in a small knit team on one of our latest projects. The company intends to be making a Japanese Strategy/RPG in a similar vein to classics such as *Tactics Ogre*, *Vandal Hearts*, and *Bahamut Lagoon*. Please note that this is a position in Tokyo, and not remote.

You will be responsible for the production of 2d art which will be used in our upcoming titles-this will include, but not limited to, icons, HUD, menus, promotional material, compelling illustrations and backgrounds to be used in game and for marketing etc.

AREA 35 is dedicated to growing our company and letting our employees reaching their full potential. We can offer a western style working environment in Japan, with emphasis on providing true work/life balance. Your hours can be flexible, and we provide generous paid holidays to our employees. We are dedicated to producing the very best Japanese games with a dash of true western flair.

VISA sponsorship will be available to successful candidates.

Requirements

- Experience working in high end consumer games titles
- Expert knowledge of Adobe, Photoshop, and Illustrator
- A sample portfolio
- Ability to mimic multiple artistic styles
- 10 years working in the relevant industry OR University degree or higher education equivalent in a relevant field (required for foreign candidates for VISA purposes)

Preferred

- Previous experience working and living in Japan
- Basic Japanese language skills, or a willingness to learn
- Ability to multi-task and work on multiple projects at the same time
- Have a proactive work ethic and desire to learn

Work Conditions & Remuneration

- 300,000 - 400,000 JPY a month + yearly bonus
- National Health Insurance and Pension support (社会保険)
- VISA Sponsorship for foreign applicants
- Mondays to Fridays-8 hour work day, not including a standard 1 hour lunch break
- No regular overtime

- Paid Holidays + Public Holidays
- Paid commute (by public transport)