

SCIENTISTS LOOKING FOR A GAME DEVELOPER



How do we see the fundamental particles such as quarks or the Higgs boson? How do we touch them?

A team of physicists at École Polytechnique is looking for a game developer to help creating a popular game that will allow players to experience discovering new fundamental particles on touch-screen devices, while having fun. Candidates are expected to have software development skills and game design knowledge, as well as interest in science.

The tasks involved are:

- Leading the design process for a fun but educational game
- Setting up the software framework for the development of the various components
- Educating the team members on the software tools
- Producing of a first playable demo of the game

Requirements:

- Technical skills in Unity3D, C#, C++, Java, HTML
- Knowledge in game design, arts, pedagogy
- French and English speaking, reading and writing
- B.S. or M.S. degree in any field

The position is stationed at École Polytechnique (Palaiseau) and can be either part-time for a duration of one year, or full-time for half a year, depending on the candidate availability. The net full-time salary will be in the range of 1650-2050 € per month, depending on the candidate degree and experience.

Long term perspectives that the candidate may join:

- Founding a start-up company for educational and scientific games and applications
- Finalizing this game and others, in various physics and scientific research areas

Applications will be accepted as of 31.01.2017 each will be evaluated upon receipt until a suitable candidate is found.

For details, please write to contact@quarktouch.net
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