



Lunarch is hiring for “Project S”!



Toronto-based game developer Lunarch Studios is looking to make several new hires for “Project Sophia” (AKA “Project S”)—a multiplayer first-person puzzle game incorporating elements of MMOs and open-world action-adventure games, built in Unreal Engine for PC and consoles, and published by Behaviour Interactive.

Accordingly, we’re seeking talented game development professionals:

- across many specializations
- at a range of experience levels
- from all countries

Lunarch has been operating virtually since 2016 and all positions will continue to be remote for the foreseeable future. **Relocation will NOT be necessary.**

About Lunarch Studios

Lunarch is a small (~20 people) Canadian game developer founded in 2013 by a group of math olympiad champions, professional poker players, and MIT PhD students. We develop cutting-edge, intelligent games that leverage technology to create novel and deep experiences for smart players. Our products are ambitious, one-of-a-kind titles that define new genres and innovate in multiple directions at once. Their creation demands exceptional intelligence, creativity, and hard work.

We're the developers behind Prismata—a multiplayer strategy game that blends elements of RTS, deckbuilders, and board games. Our upcoming title (“Project Sophia”) is similarly innovative and aims to bring large-scale multiplayer gameplay to the 3D puzzle genre (Portal, The Witness, Zelda, etc.).

Lunarch is more like a tech startup than a traditional game studio. We're in a competitive space that rewards quickness and demands high-quality work that meets all requirements on the first try. Ideal candidates are exceptionally intelligent, knowledgeable about games, and highly productive. We love people who have excelled in competitions (math/programming contests, puzzlehunts, science fairs, infosec CTF, competitive gaming, poker, etc.), people with heroic academic accomplishments (awards, publications, etc.), or people with proven track records or killer portfolios (shipped games or jaw-dropping work in art/animation/audio/UI/design/etc.).

The benefits of Lunarch include an excellent work culture and high-tier compensation (aiming to be competitive with tech startups), but most importantly, you'll contribute to ambitious titles that aim to make meaningful advances to the state of the art. We operate in an ideal mid-budget space: we're sufficiently well-funded to hire the best people, do high-quality work, and promote our titles widely, but we're not constrained by the AAA need to stick with low-risk designs for mass-market audiences. **You will make an impact here.**

Contact: careers@lunarchstudios.com



Summary of available positions

Last updated 2022-08-03

UX Designer

- Full time, permanent, hiring immediately
- Intermediate or senior level

Environment Artist

- Full time, permanent, hiring immediately
- Intermediate or senior level

Open World Level Designer

- Full time, permanent, hiring immediately
- Intermediate or senior level

QA Analyst or QA Engineer

- Full time, permanent, hiring immediately
- Intermediate or senior level

Puzzle Designer

- Full time or part time
- 3-4 month contract or internship with option of continuing permanently
- Hiring immediately

Logic Puzzle Contributor

- Contract, paid per puzzle
- Hiring throughout 2022

Co-op Student, Intern, or New Grad

- Interviewing continuously for co-op/internship placements throughout the year
- Game industry experience not required
- You must be brilliant or have an amazing project to show us

UX Designer

- **Intermediate or senior level**
- **Full Time, Permanent Position**
- **Remote**

Lunarch is seeking a talented UX designer (or game designer with a strong UX background) to help improve and polish the player experience of Project Sophia—a feature-rich online multiplayer puzzle game with dozens of different puzzle types and many progression systems.

As a UX designer, you'll work with our game design, programming, and art teams to develop fantastic systems for maps, quests, upgrades, player celebrations, customization, multiplayer modes, and other features, ensuring that they are intuitive to players, have good onboarding, and are meeting their player experience goals. You'll adapt and improve these features to help improve player satisfaction and retention, all while keeping an eye on the quality and design of everything player-facing in the game.

Requirements:

- Solid and proven working experience in game UX design
- Experience developing user flows for tutorials, progression systems, customization interfaces, maps, and similar gameplay elements.
- A shipped game with a complex featureset, such as a large open-world RPG, action-adventure game, or a PC/console multiplayer game
- Experience with Unreal Motion Graphics or similar tools for prototyping, mockup creation, and UI editing
- Exceptional communication skills and ability to effectively interact with other team members
- Solid experience in designing and improving UX systems from conception to release to ensure an optimum player experience in line with the creative direction

Key Responsibilities:

- Develop user flows, annotated wireframes, and in-game prototypes
- Help adapt and refine game system interactions and presentation so that they are intuitive, enjoyable, polished, and conform to design standards
- Work with our directors, artists, and sound designers to ensure that tutorials, user interfaces, celebrations, maps, quest systems, and other player-facing features all feel great, communicate what they need to, and support product goals like engagement and retention
- Leverage playtesting to make continuous game UX improvements

Contact: careers@lunarchstudios.com

Environment Artist

- **Intermediate or senior level**
- **Full Time, Permanent Position**
- **Remote**

Lunarch is seeking an exceptional Environment Artist to help us create a breathtaking open world for Project Sophia—a multiplayer puzzle game for PC and consoles developed in Unreal Engine. We're aiming for a high-end, distinctive, sublimely beautiful fantasy-photorealistic look on a AA budget.

In this role, you'll be a key contributor to the world construction with a strong focus on landscaping, architecture, and level design. You'll collaborate with a wide range of team members at a small studio, so we're looking for exceptionally talented and creative individuals who are comfortable wearing many hats.

Requirements:

- Several years of experience in a level art, worldbuilding, or environment art role
- Excellent working knowledge of Unreal Engine's environment creation tools (terrain, foliage, etc.)
- A strong portfolio or multiple shipped titles demonstrating your environment creation skills
- Visual flair, artistic talent, and knowledge of level design and level composition principles
- In-depth understanding of architecture, landscaping, visual storytelling and open world design
- Knowledge of PBR (physically based rendering), lighting, fog, and water systems
- Exceptional communication skills and ability to effectively interact with other team members

Key Responsibilities:

- Design and build sublimely beautiful open world environments and puzzle island dungeons for a multiplayer puzzle game with a fantasy-photorealistic art style
- Work with our puzzle designers to implement environmental puzzles and build spaces that can be densely filled puzzles of many different types
- Collaborate on environment lookdev with the Art Director and Concept Artist by constructing maquettes, mock-ups, and blockouts
- Achieve specific mood, tone, and vibe objectives as specified by our Creative Lead
- Achieve environment performance goals without sacrificing artistic beauty

Not required, but nice skills to have:

- Modeling, texturing, and material creation
- Matte painting or 2D concept art
- Experience working on games with environmental puzzles
- Performance profiling and optimization skills

Contact: careers@lunarchstudios.com

Open World Level Designer

- **Intermediate or Senior level**
- **Full Time, Permanent Position**
- **Remote**

Lunarch is seeking an exceptional level designer to help us create a large puzzle-filled open world and dozens of puzzle dungeons for Project Sophia—a 3D multiplayer puzzle game for PC and consoles developed in Unreal Engine.

This role requires skill in building spaces that have great flow and are easy to navigate, fun to explore, and crammed full of puzzles and secrets. You'll work closely with our worldbuilding lead, art team, and puzzle team. Together, you will craft Sophia's single-player campaign and open-world puzzle sandbox.

This role requires an excellent sense for both aesthetics and puzzle design, as your work must uphold the needs of both. You'll require great creative problem-solving skills, as many of Sophia's environmental puzzles are linked to the spaces that contain them.

Requirements:

- Several years of experience in level design or world creation with at least 1 shipped title
- Skill in designing, building, and testing large open worlds in a game engine
- Empathy for players—the ability to revise level designs in response to playtesting and feedback
- Familiarity with open world games (action-adventure games, RPGs, MMOs, or similar)
- Exceptional communication skills and ability to effectively interact with other team members

Key Responsibilities:

- Design and block out 3D environments in Unreal Engine, using a combination of greybox meshes/BSPs, terrains, and 3D asset kits.
- Densely fill those spaces with puzzles of many different types, including both puzzles of your own creation as well as content crafted by our puzzle team.
- Work with our art director and environment artist to adapt the architecture, foliage, and landscaping as needed for explorability, navigability, flow, and puzzle design.
- Design puzzle dungeons that introduce players to new puzzle types, develop their knowledge and confidence when solving them, and are full of exciting surprises.

Not required, but nice skills to have:

- Creation and editing of game assets (3D models, textures, materials, etc.)
- Performance optimization for environments
- Procedural or modular environment creation tools
- Programming or scripting for puzzles or dungeons (Unreal blueprints or C++)
- Creation of 2D puzzles (e.g. Picross, sudoku, or Nikoli-style logic puzzles)

Contact: careers@lunarchstudios.com

QA Analyst or QA Engineer

- **Intermediate or Senior level**
- **Full Time, Permanent Position**
- **Remote**

Lunarch is seeking an experienced and skilled QA professional to drive and support the quality of Project Sophia—an open world multiplayer puzzle game for PC and consoles developed in Unreal Engine.

Requirements:

- At least two years of QA experience in the video game industry
- At least one shipped PC or console title
- Knowledge of the game systems of open world games (action-adventure, RPG, MMO, etc.)
- Knowledge of Unreal Engine, including the ability to check player collision, LODs, and other map features
- Ability to test and track the performance of large open worlds and identify problems with FPS, memory usage, and other metrics
- Excellent communication skills and ability to effectively interact with other team members
- Exceptional attention to detail and problem-solving skills

Key Responsibilities:

- Execute testing as required by the project needs
- Document bugs, graphical problems, usability problems, and other issues that need addressing
- Maintain the bug database by reviewing incoming reports, removing duplicates, and assigning priorities
- Automate the tracking of performance metrics to spot problems early and eliminate toil from the testing process
- Help diagnose and root-cause-analyze bugs by identifying conditions that trigger them or finding ways to reproduce them
- Identify situations in which the game's user experience falls short of expectations, even if the issues are related to design shortcomings rather than software bugs
- Contribute to the creative process of building a large open world puzzle game

Not required, but nice to have:

- Experience performing QA responsibilities for live service games or puzzle games
- Experience working with multi-platform games
- Experience with outsourced QA teams

Puzzle Designer

- **Full time for 3-4 months**
- **Possibility of continuing permanently afterward**
- **Puzzle design skill is required, game industry experience is not**

We're building a massive open world for Project Sophia, and we need help filling it with thousands of puzzles of dozens of different types.

If you've got keen sense for great puzzle design and would love to help work on content for a game similar to The Witness, The Talos Principle, or Breath of the Wild, this is a great opportunity.

Ideal candidates are highly intelligent, passionate about puzzle games, and capable of getting lots of work done quickly with new and unfamiliar tools. We use Unreal Engine so any experience with it (or similar software like Unity) is a huge bonus.

Key responsibilities:

- Design puzzles of various types (logic, perspective, hidden objects, races, music, memory, etc.)
- Place puzzles in 3D environments
- Test puzzles and optimize their difficulty
- Contribute to the creative process of building a large open world PC/console puzzle game
- Get a lot of work done in a remote environment

Applicants are not expected to be game development experts, but they must be able to make a meaningful contribution over a short period of time. We use many of our own tools and we will teach you how to use them.

Experience in the game industry is not required, but the following are a must:

- A puzzle design portfolio, game demo, or other project demonstrating a keen sense for great puzzle design.
- A strong technical or puzzle background (i.e. you're good at math, programming, or puzzle-solving)
- Exceptional problem-solving skills
- Ability to rapidly learn new technologies and work with unfamiliar tools
- Passion for puzzle games.

You will need a fast Windows PC that can run modern games at high settings. Lunarch can help with hardware upgrades if necessary.

Tools we use (familiarity with these is not required, but helpful):

- Unreal Engine for game development
- Microsoft Visual Studio for C++ development
- Git for revision control
- Discord for team management and communication

If you have experience with procedural puzzle creation or grid-based logic puzzles (similar to Nikoli logic puzzles or those found in The Witness or Picross), those would also be a huge bonus.

Contact: careers@lunarchstudios.com

Logic Puzzle Contributor

- **Contract**
- **Payment for each accepted puzzle**

We believe that the video game industry (particularly at the AAA level) massively underuses the talents of the world's greatest puzzle designers.

Are you one of them?

Would you like your work to be included in a major multiplayer puzzle game for PC and consoles?

If so, this is your chance.

- You'll design grid-based logic puzzles, similar those found in
 - Paper logic puzzles like Nikoli, Grandmaster Puzzles, or Logic Masters
 - Games like The Witness or Picross
- You'll work within a modular system of rules and constraints. You'll be able to mix and match different rules, constraints, and grid symbols to create unique and original works (our logic puzzle system aims to be 10x as expressive as the one in The Witness).
- Puzzles must have a unique solution reachable through a clear logical path, must be original, and must be low to medium difficulty (aim for average solvers taking 30s to 180s per grid).
- You'll submit puzzles using a web-based tool similar to puzz.link or [penpa-edit](https://penpa-edit.com).
- You'll be paid a flat rate per accepted puzzle after our curators have reviewed and test-solved your submissions. Puzzles may be rejected for any reason but we aim to accept most good original submissions (we're not ultra-selective like the NYT crossword).

How to apply:

- Email puzzles@lunarchstudios.com and include a portfolio or links to your original puzzles.
- If you are newer to nikoli-style logic puzzles but specialize in other genres of logic puzzles (e.g. sudoku, chess puzzles, puzzlehunt logic puzzles, math puzzles) then you're still welcome. We're familiar with all of the above and we know talent when we see it.

Co-op Student, Intern, or New Grad

- **Interviewing now for fall 2022 or winter 2023**
- **Remote**
- **Special consideration to Ontario co-op students or PEYs**

At Lunarch, we love working with fresh talent, and we're keen to hire throughout 2021 for a number of roles for the project (software engineers, 3d artists, QA, etc.)

Ideal candidates are highly intelligent, passionate about games, and capable of getting lots of work done quickly with new and unfamiliar tools. We use Unreal Engine so any experience with it (or similar software like Unity) is a huge bonus. Possible projects could include network programming, AI, graphics, procedural generation, puzzle design, maps/environments, gameplay programming, 3d modeling/animation, UI/UX, player analytics, backend dev, etc..

Key responsibilities:

- Assist with the development of a high-fidelity PC/console video game
- Design puzzles or other gameplay features
- Contribute to the creative process of building a large open world puzzle game
- Document and fix bugs
- Get a lot of work done in a remote environment

Possibly some of the following, depending on your skills and experience:

- Gameplay programming using C++ or Unreal Blueprints
- Implementing AI behaviour or procedural puzzle generation
- Developing maps (terrain sculpting, foliage placement, environment art, lighting, etc.)
- 3D modeling or animation in Blender/Maya/etc.
- UI development using UMG or Slate
- Multiplayer programming in C++
- Development of effects and particle systems using Cascade or Niagara
- Performance optimization using debuggers and profiling tools

Applicants are not expected to be experts in everything, but they must be able to make a meaningful contribution over a short period of time.

Experience in the game industry is not required, but the following are a must:

- A strong technical or artistic background (i.e. you're incredible at math, programming, or art)
- Exceptional problem-solving skills
- Ability to rapidly learn new technologies and work with unfamiliar tools
- Passion for gaming

Tools we use (familiarity with these is not required, but helpful)

- Unreal Engine for game development
- Microsoft Windows and Microsoft Visual Studio for C++ development
- Git for revision control
- Discord for team management and communication

Contact: careers@lunarchstudios.com