



Lunarch is hiring!

Toronto-based game developer Lunarch Studios is looking to make several new hires for its next title (“Project Sophia”—a multiplayer first-person puzzle game incorporating elements of MMOs, escape rooms, and battle royale games, built in Unreal Engine for PC and consoles).

Accordingly, we’re seeking talented game development professionals:

- across many specializations (engineering, production, puzzle design, art, audio, QA, etc.)
- at a range of experience levels (new grads/interns all the way up to director-level)
- from all countries (Lunarch has been operating virtually since 2016 and all positions will continue to be remote for the foreseeable future. **All positions are permanently remote. Relocation will NOT be necessary.**)

About Lunarch Studios

Lunarch is a small (~15 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

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.
- 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.