



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



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

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