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

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.

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