



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



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