

# Graphics programmer for Engine and Game development

Since 2011 we (two students in computer science) work besides our studies on the *i6engine*, an event based, multithreaded C++ game engine for Linux and Windows with many features (physics, network, 3D graphics, scripting in lua and python, some RPG features). Based on it we have some really good working game prototypes. The engine shall be usable both for newbies and professionals. It's use shall be really simple and powerful at once and will offer different submodules for different genres (RPG, shooter etc), so a game developer just has to insert content

<http://clockwork-origins.de/en/i6engine/features>

Besides the engine we have two really advanced game projects: a 3D tower defense and an arena fun racer.

To be able to complete both the engine and the game projects in good quality within an appropriate time we need support, especially in the graphics section.

## Tasks:

- Enhancement and improvement of current graphics subsystem of the i6engine (new graphics features, optimizations etc.)
- Programming shaders for the engine in general and the games

## Requirements:

- Good knowledge in C++ and good coding style
- Basics in Ogre3D (<http://www.ogre3d.org/>)
- Basics in OpenGL shaders

## What we offer:

- Possibility to participate in a real game development and learn a lot about game development
- Possibility to realize own ideas: both in existing projects and later on in complete own games
- Free time time management and a friendly team
- Good code base and structured code

## More informations:

<http://clockwork-origins.de/en/general/jobs>

## Applications or questions to:

[contact@clockwork-origins.de](mailto:contact@clockwork-origins.de)