



Platform Software Developer

THE COMPANY

Nintendo European Research and Development (NERD) is a French subsidiary of Nintendo.

We create key software technologies for the most popular and innovative gaming consoles in the industry.

In close cooperation with other centers of excellence in Japan and the USA, we strive to enable new experiences that amaze millions of players time after time.

Our achievements include major contributions in video, computer vision, emulation, system hacks... for the Wii U, the New 3DS, and other Nintendo platforms.

Come and discover our team of highly skilled professionals, working in a privileged environment with a friendly atmosphere in the center of Paris.

JOB DESCRIPTION

As a software engineer, you will work in a small team focused on high value projects. You will:

- Work on R&D projects for current and future product generations
- Design new system features, and create prototypes
- Connect with stakeholders within the group, to identify opportunities and drive adoption
- Develop, optimize, document, ship and maintain high quality and high performance code
- Integrate new modules into sophisticated embedded systems
- Keep up with the state of the art of the domains we deal with
- Report your progress, and share your expertise with the technical team as a whole

CANDIDATE PROFILE

- High-energy problem-solver with a passion for excellence and a track record of “getting the job done”
- A quick learner, enthusiastic, proactively mastering new subjects and large unfamiliar code bases

Required Qualifications

- Expertise in C++ and C programming
- Building native libraries on devices such as consoles, smartphones, tablets, TVs, set-top boxes
- Experience in modifying, profiling and troubleshooting complex systems
- Ability to communicate technical ideas and issues clearly, in English

Valued Additional Skills and Experience

- Experience of system software (drivers, services) on Linux, Android, iOS, or other mobile OS...
- Implementing real-time algorithms using low-level features of the hardware
- Programming in privileged modes e.g. task scheduling, paging, hypervision, TrustZone ...
- Hands-on knowledge of security architectures, attacks and piracy countermeasures
- Advanced knowledge of media formats, frameworks, and streaming technologies
- Serious involvement in the dynamics of a developer community (open source or proprietary) : core APIs, middleware, tools, online services, support...

ADDITIONAL INFORMATION IN FRENCH

Avantages : tickets restaurant, mutuelle, ludothèque, cours de langue...

Poste à pourvoir dans nos bureaux à Paris (M° Châtelet Les Halles).