

## THE COMPANY

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Nintendo European Research and Development (NERD) is a European subsidiary of Nintendo located in Paris, France. We create key enabling software technologies for the most innovative and popular game consoles in the world. We collaborate closely with other centers of excellence in Japan and USA, we ship bleeding edge solutions, powering new experiences at the heart of the game system, on hundreds of millions of consoles. Achievements include major contributions in video, media, imaging, cryptography, sensor fusion, and hardware abstraction for Nintendo 3DS™, Nintendo Switch™, and other Nintendo platforms. Come and discover our team of highly skilled professionals, and work in a privileged environment with a friendly atmosphere in the center of Paris.

## POSITIONS

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We are opening 2 positions for engineers and researchers in the field of technologies related to game development

The roles require to explore, define and implement software solutions in the fields of

- Real-time rendering
- High performance implementation
- Low-level optimization
- C/C++ development

**Position A** focuses more specifically on

- Game engine architecture
- Cross-platform development
- Shaders
- Interacting with large code bases

**Position B** focuses more specifically on

- Middleware and SDK elements
- Compression algorithms
- Innovative graphical user interface

The goal will be to aim for, and exceed state of the art solutions in these fields, targeting current and next generation Nintendo platforms. It will be necessary to collaborate with game developers to bring new technologies to the market, and, of course, smiles to our users' faces!

The operating environments are Windows/Linux, and the Nintendo consoles' OS and SDK.

Nintendo is an international company, and employees are expected to collaborate in a multicultural environment.

These positions are the starting point for the applicant, but do not define a limit; we strive to facilitate personal development within the company, and expect our employees to learn and be able to express their full potential.

## CANDIDATE PROFILE

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We are looking for people who:

- Have knowledge in fields mentioned above
- Are passionate about what they do
- Are problem solvers and fast learners
- Want to push the boundaries
- Are autonomous and team players

The following are desirable:

- Master's degree or PhD in computer science or a relevant scientific field
- Experience in the game development or the computer graphics industry
- Multi-platform development, Console development
- Numerical simulation
- Signal processing
- Statistics
- Graphics APIs
- Other programming languages (python, rust, ...)

We expect candidates to be proficient in English, both written and spoken. Knowledge of French and Japanese is appreciated. Eligibility to work in the EU is required.

## CONTACT

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If you believe you are the right person for this position, or want to inquire about the position, please send a resume and a cover letter to [jobs@nerd.nintendo.com](mailto:jobs@nerd.nintendo.com) with **GAMETECH2021** in the subject.