



JOB OFFER

REAL TIME RENDERING R&D ENGINEER

THE COMPANY

Nintendo European Research and Development (NERD) is a French subsidiary of Nintendo. We are a company of around 100 employees who share a passion for creating key software technology and cutting-edge solutions for Nintendo Switch 2™ and other Nintendo platforms. In close collaboration with counterparts in Japan and the USA, we contribute to fields such as emulation, signal processing, content generation, computer vision, machine learning, system development, optimization and security to create solutions deployed on over a hundred million homogeneous devices. Come discover an engaging and welcoming work environment in the heart of Paris and join our unique team in its mission to put smiles on people's faces!

POSITION RESPONSIBILITIES

We are looking for engineers and researchers in the field of technology related to game development. The role requires exploring, defining, and implementing software solutions pertaining to:

- Real-time rendering
- Physical simulation
- GPGPU
- Procedural content generation
- AI-assisted tools
- Compression
- High performance implementation

The primary goal will be to aim for and exceed state-of-the-art solutions in these fields, on Nintendo platforms. Collaboration with game developers will be a key factor in bringing new technologies to our users.

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

CANDIDATE PROFILE

NERD is an equal opportunities employer. All characters are welcome, regardless of gender, ethnicity, religion, sexual orientation, ableness or age.

We are looking for people who:

- have knowledge in one or more of the fields mentioned above
- are passionate about what they do and can think outside of the box
- enjoy team research

Desired skills and qualifications include:

- Master's degree or PhD in computer science or a relevant scientific field
- experience in the game / computer graphics industry
- numerical simulation
- geometry processing
- mathematical optimization
- code optimization
- Vulkan / DX12
- C++ / Slang / CUDA

While not mandatory, experience in or enthusiasm for any of these areas is valued.

We expect candidates to be proficient in English, both written and spoken. The majority of employees speak French, but we also welcome non-French speaking candidates to apply. French, English and Japanese lessons are provided in the office for those willing to learn.

ADDITIONAL INFORMATION

This is a full-time position based in central Paris, France, and candidates are expected to relocate near Paris (domestic and international relocation support provided).

We welcome applications from motivated individuals, regardless of background or origin. What matters to us are your skills, curiosity, and willingness to learn.

At NERD, we offer:

- Personalized support, including mentorship opportunities to help with professional development.
- Flexible work arrangements to support work-life balance (remote workdays, flexible hours), while maintaining an on-site presence of at least 3 days per week to encourage collaboration and knowledge sharing.
- Family support programs, with financial aid for a place in private child daycare and relocation assistance, including candidates moving from abroad with their families.
- A diverse and international work environment, with experienced and supportive colleagues to guide you from day one.

The candidate can expect an annual gross salary of 48,000€ + 1400€* per year of experience (+5% individual bonus).

For example,

- 5 years of experience: 55,000€

- 10 years of experience: 62,000€

*Please note that this figure will vary depending on the candidate's level of academic and professional experience, as well as other conditions like project management or leadership experience.

CONTACT

If you believe you are the right person for this position, please send a resume and a cover letter to apply@nerd.nintendo.com with **GAMERENDERING2026** in the subject line.

RELATED JOB OFFER

We have another position within the team related to physical simulation. If you're interested, please check out our [GAMESCIENCE2026](#) job offer. If you would like to apply for both positions, please apply to only one position and explicit in the email that you are interested in both positions.