



JOB OFFER

GAME TECHNOLOGIES R&D ENGINEER

THE COMPANY

Nintendo European Research and Development (NERD) is a French subsidiary of Nintendo. We are a company of around 85 employees who share a passion for creating key software technology and cutting-edge solutions for Nintendo Switch™ and other Nintendo platforms. In close collaboration with counterparts in Japan and the USA, we contribute in 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

This is a position for engineers and researchers in the field of technologies related to game development.

The role requires to explore, define and implement software solutions in the fields of

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

The position focuses more specifically on

- Software architecture
- Cross-platform development
- Network programming
- Interactions with large code bases

The goal will be to aim for and go beyond state-of-the-art solutions in these fields, targeting the current and future Nintendo platforms. It will be necessary to collaborate with game developers to bring new technologies to the market.

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.

This position is the starting point for the applicant but does 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

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 fields mentioned above
- Are passionate about what they do and willing to share their knowledge
- Are autonomous and team players

Desirable skills/qualification:

- 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
- Graphics APIs
- Other programming languages (Lua, Python, JavaScript, C# ...)

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

The candidate can expect an annual gross salary of 46,000€ + 1400€* per year of experience (+5% individual bonus).

For example,

- 5 years of experience: 53,000€
- 10 years of experience: 60,000€

*Please note that this figure will vary depending on candidate's level of academic and professional experience, as well as other conditions like management 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 **GAMETECH2025** in the subject line.