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 75 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

We are looking for engineers and researchers in the field of technologies related to game development. The role requires to explore, define and implement software solutions pertaining to:

* Rendering
* Physical simulation
* GPGPU
* Compression
* Procedural and AI-driven content generation
* High performance implementation

The goal will be to aim for and exceed state of the art solutions in these fields, on 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 Linux/Windows, and the Nintendo consoles' OS and SDK.

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

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
* want to push the boundaries
* enjoy team research

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
* numerical simulation
* signal processing
* mathematical optimization
* code optimization
* statistics
* Vulkan / DX12
* C++ / Python / Rust / CUDA

Not all these items are required, but we expect candidates to be experienced in some of them.

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 for free 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 (relocation support provided).

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 **GAMERENDERING2024** in the subject line.