**Engineering Lead**

*Esports gaming studio seeking exceptional engineering talent to drive platform development, and grow engineering team.*

We are a HK & SH-based Esports game studio powering the future of competitive gaming. Sounds awesome right? It is! That’s why we’re looking for a forward-thinking, leftfield-creative engineer to be hands-on architecting and developing our competitive gaming platform, and be part of our outstanding core team.

If you don’t possess a ridiculous drive to build, create, explore, and break-stuff figuring out how it works, maybe a job at a bank would be better suited.

If on the other hand you’re down-right nuts about building cool stuff, you’re in the right place!

You crazy-smart kids will:

* Be a core member of a team of game industry veterans, leading our technological evolution as well as being a key component of our company culture!
* Be responsible for laying the technical foundation and architecture of the platform
* Set technical best practices and methodologies, across the entire product life-cycle
* Set strategic technical direction for the entire company
* Embrace others success as if it were your own
* Be willing to encounter new and unfamiliar situations

You can handle this day-to-day:

* Be hands-on in rapidly prototyping & developing the underlying platform’s technologies
* Create and set direction for applicable API & SDK development for third-party engine and game integration (Unity, Unreal Engine and others)
* Contribute ideas and clear actions on how to further CAPSL’s mission to Power the Future of Competitive Gaming
* Collaborate with creative, production, and operational teams
* Highlight technical risk and costs, together with mitigation strategies
* Ensure technical optimization, performance, scalability and stability
* Setup and manage any services that further technical development and collaboration (e.g. Github)
* Be accountable for recruiting, training, and continually improving a multi-technical team across the globe

You can compete with the best in:

* At least 3 programming languages, including C-based languages (C++, C#, etc) and Java
* At least one modern language
* Quickly getting prototypes up and running to prove a concept
* Designing and creating scalable technical architectures for high transaction / low latency services
* Cross platform development and infrastructure experience, with a focus on back-end
* API and/or SDK development for 3rd party service integration

You also have:

* An acute ability to problem solve in a team environment
* An understanding of blockchain principles, technologies, and applications
* Experience developing in or familiarity with virtual and augmented reality technologies (including ARKit, ARCore)
* Worked in the games industry or a related field
* A passion to execute iteratively - Scrum, Agile, and Lean are your friends, whom you love deeply
* An ability to self start and manage your own time effectively
* A passion for cutting edge technologies and rapid experimentation
* Some serious kick-ass score in some game no-one has ever heard of
* Working proficiency in English, and ideally Cantonese and/or Mandarin

We provide:

* The opportunity to shape an entirely new emerging vertical of the games industry
* Experiment and create in the latest technologies
* The chance to sculpt a no-bullshit company culture worth your valuable time, sweat and tears
* The ability to shape your career in the company - We’re a small but rapidly growing team, with a tonne of opportunity
* MPF
* Stock options
* Compensation to be discussed - We’re a start-up, but want you to feel secure so you can focus on being the cool kid on the block

To apply:

* Send an email to info@capslent.com
* Include your resume, update-to-date LinkedIN Profile and description about how you meet the above points.
* Include links to any projects you have worked on along with your application
* Title the email **CAPSL Core [Position Name] [Your Name]**