

# JOB INFORMATION

<b>Job Title</b>	<b>Console Game Artist [Osaka]</b>
<b>Qualifications</b>	<p><b>[Required]</b></p> <ul style="list-style-type: none"> <li>- Must be able to relocate to Japan and work in Osaka.</li> <li>* Must have experience or knowledge/skills in any of the following (1-8):</li> <li>(1) Production of high-end character models</li> <li>(2) Production of character animation</li> <li>(3) Production of high-end background models</li> <li>(4) Production of effects</li> <li>(5) Production of user interfaces</li> <li>(6) Production of concept art</li> <li>(7) Production of cutscenes and promotional videos</li> <li>(8) Publishing and production of in-game illustrations</li> </ul> <p><b>[Preferred]</b></p> <p>Experience using DCC tools such as MAYA, sculpting tools such as Zbrush, and 3D painting tools such as Substance Painter.</p> <ul style="list-style-type: none"> <li>- Experience developing with Unreal Engine 4 - Experience using ActionScript 2.0 or 3.0</li> </ul>
<b>Employment Type</b>	Full-Time Employee
<b>Working Hours</b>	9:30 – 18:00 (7.5 hours working time each day) * The above are approximate hours due to the discretionary work system for specialized work. (Deemed working hours: 8 hours and 45 minutes)
<b>Holidays &amp; Paid Holidays</b>	Two-day weekend (Saturdays and Sundays off), national holidays, summer holiday, year-end and New Year holiday * 125 days off per year. Paid vacation days upon hire: Up to 12 days per year (For the first year) * Number of days varies depending on the month of hire.
<b>Employment Insurance</b>	Health Insurance Employee Pension Insurance Employment Insurance Workers' Accident Compensation Insurance
<b>Retirement Plan</b>	Yes (Lump-sum payment and fixed contribution pension plan)
<b>Mandatory Retirement Age</b>	60 years old - Reemployment system applicable

<b>Job Title</b>	<b>Game Programmer [Osaka]</b>
<b>Job Description</b>	<p>You'll handle programming tasks in a game development setting.</p> <ul style="list-style-type: none"> <li>- Design and implementation of game systems</li> <li>- Design and implementation of necessary game features (character actions, AI, gimmicks, VFX, online systems, UI, sound, etc.)</li> <li>- Implementation of rendering systems (shaders, post-processing effects, etc.)</li> <li>- Design and implementation of various tools (for Windows, Unreal Engine, etc.)</li> </ul>
<b>Qualifications</b>	<p><b>[Required]</b></p> <ul style="list-style-type: none"> <li>- Able to relocate to Japan and work in Osaka</li> <li>- Experience in game programming using C++ or C#</li> <li>- Good communication skills</li> <li>- Experience in game development for modern consoles and systems</li> <li>- Experience using game engines (Unreal Engine, Unity, etc.)</li> </ul> <p><b>[Welcome to Apply]</b></p> <ul style="list-style-type: none"> <li>- Enjoy or are interested in the research of technologies (and learning about the latest ones)</li> <li>- Knowledgeable about AI (machine learning, etc.)</li> <li>- Knowledgeable about using generative AI to improve efficiency (motion generation, etc.)</li> <li>- At least 1 year of experience in bringing an in-development title to completion</li> <li>- Game development experience for large-scale projects</li> <li>- Expertise with (or interest in) team building and task management</li> <li>- Fan of SNK games</li> </ul>
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