

ManaVoid is looking for a Unity Programmer! (Full Time)

Who are we?

ManaVoid Entertainment was created by overzealous students coming straight out of the University of Montreal in 2014. Armed with an iron will and a team that isn't afraid to innovate and challenge themselves, the company launched their first game, *Epic Manager*, on Steam in 2016! Since then, ManaVoid has developed an expertise as indie marketing consultants and we are now attacking our next project which is going to be LEGEN... wait for it... DARY!

What's the project?

Our latest successful Kickstarter campaign is for a game called [*Steamboat Billy: The Curse of the Leviathan*](#), an adventure-RPG with a *Disney/Cuphead* art-style where you must fight and capture mysterious creatures while sailing the dark seas in order to rebuild the city of Star Harbor and restore color to the world! On top of the Kickstarter, we've recently received help from the Canada Media Fund in order to develop our prototype!

Your responsibilities

We need someone who has a bachelor's degree in computer studies or computer engineering and who knows what they're doing programming-wise, some C# with the Unity engine, some C++ with the Unreal engine would be a plus, and you've got to be ready to learn something like Lua if we want to use the Lumberyard engine! We also need someone who has initiative and is self-reliant! But more than all of that, working with us is really like being a part of a huge tribe. So, as with most tribes, it's also about learning and teaching a bunch of stuff to your dozen colleagues who are just as excited to learn new things as you are!

How do you fit in our tribe?

- You enjoy our monthly "Gaming Nights" and you can hold your own in geeky quizzes.
- You will pretend to be mad when the monthly geek quiz is on *Lord of the Rings* and there are questions on the movies that break from canon.



- You are ready to take the time to help a colleague in their tasks and are also ready to listen when someone has an opinion or something to share with you for your tasks.
- You enjoy helping other studios in their projects, even if they are about serious games or virtual reality. (#Affordance #Trebuchet)
- You aren't afraid to take initiative and use your creativity, but you also know when it's time to ask for help if you need it.
- You can speak English AND French.
- You work hard and play hard!

If you think this position is for you, please let us know at contact@manavoid.com and we can go grab a drink to talk about it!

Thanks!

Christopher Chancey

CEO, ManaVoid Entertainment