[Game QA 游戏测试](http://employer.myjob500.com/Position/JobPosition?JobId=545c3faa-04e6-489f-92e0-5ad4796a62ce" \t "_blank)

**Responsibilities**:

–To execute test plans on pre-release versions of software to detect and record product bugs;

–To report bugs on an online bug tracking database;

–To be under the supervision of a QA Team Leader;

**Qualifications:**

–   Avid gamer interested in a variety of game types and platforms (mobile, console, PC);

–   Excellent organizational skills;

–   Sharp attention to detail;

–   Ability to work under pressure and to work overtime;

–   IT bachelor degree or higher;

–   Ability to report bugs in English;

–   Communicate with all levels of staff, and work somewhat independently, with minimal supervision;

–   Previous testing experience in console, PC or mobile game testing;

–   Hardcore gamer;

**工作职责：**

–检测以及记录软件错误，能在软件发售版本之前严格按照测试计划进行测试；

–将已查出的相关软件错误提交到在线bug跟踪数据库；

–服从质量监控组长的监督和管理；

**工作要求：**

–是对各种类游戏及游戏平台（如：手机游戏、电视游戏、电脑游戏）都抱有强烈兴趣的狂热玩家；

–优秀的组织能力；

–有对于细节强烈关注的能力

–能在压力下工作以及能适应加班；

–计算机相关专业本科以上学历；

–有用英语汇报BUG的能力；

–有能力与各层次的公司职员交流，并且能在无人监督的情况下独立完成工作；

–有如下经验者优先录取：曾有过相关测试经验（手机、电视、电脑游戏）；

          –资深游戏玩家

[C++ Programmer c++程序设计师](http://employer.myjob500.com/Position/JobPosition?JobId=ab03cfc2-8295-4b1f-990c-d9387c78c849)

**Responsibilities:**

  - Report directly to the Lead software engineer

  - Assist Lead software engineer in the project

  - High quality and efficient completion of tasks

  - Use code management system to integrate completed tasks

  - Carry out the communication problem and find the best solution

**Qualifications:**

 -   Minimum a bachelor degree in computer science or software engineering from prestigious universities

 -   Good communication skills in English, CET 6 is required

 -  Good knowledge about C++

  Active and problem-solving skills

-   Passionate about game and willing to start career in game industry

 -   Fresh graduates are welcome to apply for this position

**工作职责:**

–   直接向主程序员汇报

–    在项目中辅助主程序员

–   高效高质完成任务

–  使用代码管理系统整合已完成的任务

–   问题出现后进行沟通交流并找出最佳解决方案

**要求：**

–   重点院校计算机科学或软件工程专业本科以上学历

–   良好的英语沟通能力，必须通过英语六级

–  精通C++语言

–  态度积极，具备解决问题的能力

–  热衷于游戏，并有志加入游戏行业

[Game Designer 游戏策划](http://employer.myjob500.com/Position/JobPosition?JobId=6dbb5da0-1390-41a2-b301-191e5bab178b)

**Responsibility**:   
1） Collaborate with designers and programmers to design, integrate and tune gameplay features  
2） Assist the team to deliver the design features on time  
  
**Requirement**:  
1） 1 year Game Design / QA Experience  
2） Passionate about video games  
3） Good attitude and communication skills  
4） Bachelor degree or above，majoring in Web or Industrial Design, or Computer Science  
5） Good command of English is a plus

**Software skill：**1) Document software：Excel、Outlook、PowerPoint、Visio、Word  
2) Artist Software：Adobe Photoshop

**职责:**1) 与其他策划以及程序合作开发，整合并且调整游戏要素  
2) 协助团队按时提交设计功能  
  
**资历：**1) 一年游戏开发经验/QA经验  
2) 对电子游戏有热情  
3) 具有良好的工作态度和沟通技能  
4) 大学本科及以上，主修网页设计，工业设计或计算机软件相关专业  
5) 英文水平良好者优先

**软件技能**：  
1） 文档编辑软件：Excel、Outlook、PowerPoint、Visio、Word  
2） 美术软件：Adobe Photoshop

[Game Project Assistant 游戏项目助理](http://employer.myjob500.com/Position/JobPosition?JobId=e5329b7e-a159-4f5c-91da-fcbbaff01dee)（晚班）

**Responsibilities:**

–        Participate in project management with the guide of supervisor

–        Assist project management

–        Assist internal/external communication

–        Assist QA process

–        Perform other related task necessary to the conduct of the business

–        Main task is to take charge of the deliveries to the clients on late hours

–        Production data tracking and reporting to supervisor

–        Assist internal production team in daily communication on task planning, schedule tracking, feedback tracking and delivery tracking

–        Assist external communication with approval and guide by supervisor

–        Answer request from production team or other dep. with approval and guide from supervisor

–        It will be under direct supervision and control from Producers

–        Middle computer knowledge, ability to learn to use different tools on demand

–        Patient, calm, detail oriented, the candidate must be able to work in a team and under pressure

–        Passion for games

–        Able to rotate between dayshift and nightshift

**Capabilities:**

–        Good communication skills

–        Good English(specific foreign language) using skills

–        Fluency speaking/Writing skills

–        Strong organized skills

–        Detail oriented

**Qualifications:**

–        Well education background (oversea preferred)

–        Project management knowledge

–        Good knowledge of game industry(a plus)

**职责:**

–    在上级的指导下参与项目管理

–    协助项目管理

–    协助内部/外部沟通

–    协助QA流程

–    执行所需的其他相关任务

–    主要任务是负责递交作品给国内外客户

–    生产数据跟踪，并报告主管

–    在任务规划，进度跟踪，反馈跟踪和追踪货物运送方面通过日常沟通协助制作团队

–    在上级的批准和指导下协助外部的沟通工作

–    在上级的批准和指导下回答来自制作团队和其他部门的请求

–    直接汇报给制作人，完成其布置的任务

–    中等的计算机知识，有能力学会使用所需求不同的工具

–    耐心，冷静，注重细节，能够团队合作，并在压力下工作

–    热爱游戏

–    能够适应白班和夜班(15：00-23：00左右，配合国外客户时间）

**能力:**

–    良好的沟通技巧

–    良好的英语（具体外语）使用技能

–    流利的语言/写作技巧

–    较强的组织能力

–    注重细节

**职位要求:**

–    良好的教育背景（海外教育优先）

–    有项目管理知识

–        熟悉游戏行业(优先)

[Next-gen 3D Art Trainee 次时代游戏美术培训生](http://employer.myjob500.com/Position/JobPosition?JobId=1c30ad8b-c940-4ede-b76b-1a1fb9520a35)

**岗位描述**：   
这是一项3个月的带薪培训项目。公司将会安排最有资历/经验的3维角色美术师进行指导及管理授课。如果培训生能够顺利完成我们的培训课程并通过我们的最后测试，将有机会参与到高水准的次时代游戏制作。   
  
**要求**：   
1．艺术类相关院校本科毕业生，艺术类相关专业（包括国画，油画，雕塑，版画，建筑设计，工业设计，纺织/时装设计等）   
2．具有不少于4年的绘画功底，美术基础良好   
3．掌握Zbrush, 3DMAX或MAYA   
4．具备一定英语读写能力者尤佳   
5．良好的交流能力和团队合作精神   
6．深入了解游戏，并且热衷于游戏制作   
  
请附上素描，水彩等手绘作品。   
  
**Responsibility:**Three months' training, trainees who pass the test after the training can directly participate in next-gen game production project   
  
**Requirement:**1. Fresh graduates from college/university with bachelor degree in Arts related major (including traditional Chinese painting, oil painting, sculpture, print, architecture design, industry design, textile/fashion design etc.)   
2. At least 4 years painting experience, good art foundation   
3. Able to use one of the 3D software (either Maya or 3D max) and Zbrush   
4. Good English reading and writing ability is a big plus

[3D Character/Scene Artist 三维角色/场景美术师](http://employer.myjob500.com/Position/JobPosition?JobId=4371d936-97e8-4985-9618-995c087ae0d8)

**Summary:**  
Junior Artist should be able to successfully produce basic types of art assets assigned to him meeting deadlines for all WIP stages. Care about his efficiency by following production schedule provided by Producer

**Responsibilities:**  
–   Produce model and texture of 3D character / 3D object、scene in real-time 3D game engine  
–   Understand and follow art requirements and specific needs of the project  
–   Promptly learn any new tools or techniques   
–   Execute tasks assigned to him according to project schedule while meeting quality expectations   
–   Using Checklist perform initial art and technical quality checks before sending art asset to the Team Leader for review  
–   Fix all problems noted by Producer, Team Leader, Art Director or Client  
–   Promptly report to Team Leader about any difficulties encountered

**Qualifications:**  
–   Sound knowledge about 2D design, painting, texture, etc.  
–   Good command of one of the 3D software usage such as Maya, 3D Max, Softimage, and Zbrush  
–   Passionate and motivated to join Game Industry  
–   College above in Arts or Design major including Architecture Design, Industrial design or textile design)  
–   Please attach your works  
  
美术师应按时在各个制作流程的时间截点前完成所安排的基础性工作，能够按照制作人的制作计划高效的完成任务  
  
**工作职责**:  
–   制作实时3D游戏引擎中使用的3D物件、场景的模型和贴图  
–   了解各种美术风格并且能够遵循项目的具体需求  
–   及时学习新的软件工具和技术  
–   根据项目进度执行分配的任务，同时满足质量要求  
–   在将任务作品交送于组长审查前，应先用检查表对初始作品的质量进行检查  
–   解决组长，美术总监，和客户指出的问题  
–   遇到任何困难时，应及时告知组长  
  
**要求:**  
–   精通2D设计、绘画、制图等；  
–   熟练掌握以下3D软件 (3D Studio Max, Maya, Zbrush, Softimage等)；  
–   深入了解游戏，并且热衷于游戏制作；  
–   专科以上学历（艺术类相关专业）或艺术类相关院校毕业(包括建筑设计，工业设计，纺织/时装设计等)；  
–   请附上相关三维和手绘作品；