



## WORK OFFER

Ref. No. BE-2018-126UGE

### Employer Information

<i>Employer:</i>	Play it Safe Development Luipaardstraat 12a  8500 Kortrijk Belgium	<i>Website:</i>	www.playitsafe.eu
<i>Business or products</i>	Game based learning platform for safety and prevention	<i>Location of placement:</i>	Kortrijk
		<i>Number of employees:</i>	5
		<i>Working hours per week:</i>	38.0
		<i>Working hours per day:</i>	7.6

### Student Required

<i>General Discipline:</i>	11-COMPUTER AND INFORMATION SCIENCES AND SUPPORT SERVICES	<i>Study level:</i>	End (7 Semesters and over)		
<i>Field of Study:</i>	11.0201-Computer Programming/Programmer, General 11.0299-Computer Programming, Other	<i>Language required:</i>	English	Excellent	Or
			Dutch	Good	Or
			French	Good	

#### Other requirements:

#### YOUR SKILLS

- Excellent knowledge of C# (OO)
- Master of Unity 3D
- Debugging Ninja
- Good prototyping skills
- Writing performant code
- Very analytic and an uncanny ability to abstract

#### WE EXPECT YOU TO BE

- pro-active and not sit idle
- very passionate (live the dream!)
- have an awesome attitude
- able to manage the freedom we are giving you
- very communicative and adaptable
- able to speak to artists and managers

If trainee needs visa, student status is necessary.

### Work Offered

Tool developer.

You will be responsible for creating tools that will speed up our internal development efforts. This consists out of Unity editor scripts and a visual editor. You also help development of our back-bone, together with our lead programmer Fries. Analyzing and understanding existing code as well as diving in existing frameworks does not scare you. Your job will consist of adding gameplay elements and mechanics, implementing UI, balancing game play etc. Your main language is C#, followed by English or Dutch. You are called the guru of Unity3D. You proactively implement features to sculpt the end product and keep an eye on performance and clean code at all times. You actively communicate with other developers and artists, driven to create the best possible outcome. During the project, you will be an integral part of production and play a key role. As such you mainly have to work from our offices at The Square in Kortrijk/Belgium. You want to be part of the next YouTube for game-based learning.

<i>Number of weeks offered:</i>	12 - 52	<i>Working environment:</i>	Research and development
<i>Within the months:</i>	18-JAN-2018 - 01-JAN-2020	<i>Gross pay:</i>	180 EUR / Week
<i>Or within:</i>	-	<i>Deduction to be expected:</i>	0
<i>Holidays:</i>	-		

### Accommodation

<i>Lodging will be arranged by:</i>	IAESTE	<i>Estimated cost of lodging:</i>	100 EUR / Week
		<i>Estimated cost of living incl. lodging:</i>	175 EUR / Week

### Additional Information

### Nomination Information

<i>Deadline for nomination:</i>	02-MAR-2018	<i>Please send nominations by</i>	Exchange Platform
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*Date:* 09-FEB-2018      *On behalf of receiving country:* Annelies Vermeir