Principal Engineer - Front End Design (Location: Menlo Park, CA)

Twyngo creates innovative mobile games that harness the full potential of today's smartphone and tablet hardware. Twyngo, Inc. is looking for an exceptionally talented and experienced principal engineer with the drive to create pioneering games for the ever-expanding global mobile market.

Specifically, the Principal Engineer will co-own the responsibility for the technical design and implementation of the front end 3D experience for all of Twyngo's mobile games and platform.

The candidate must have prior extensive exposure to the end to end 3D tool chain utilized in mobile game creation and should be able to make the informed related technical recommendations for Twyngo's core 3D development strategy and process.

Required Experience and Education

- Demonstrable experience in creating 3D mobile titles *which have shipped*
- 5-10 years software development experience in gaming or a related field.
- BS **or Higher** in computer science or related field from well established university.

Core Required Technical Skills

- In depth familiarity of the 3D end to end tool chain utilized in game creation.
- Specific knowledge of OpenGL ES 2.0 or the equivalent
- Dynamic rendering experience utilized in mobile gaming
- Strong demonstrable programming expertise

Ideal Additional Technical Skills

- Multiresolution texture mapping
- Volumetric rendering
- Global Illumination (light maps)
- Either deep iOS (Objective C) or Android platform experience

Required Soft Skills

- Track record of working in environments with incompletely defined or evolving specifications
- Ability to contribute to creative direction of product which would involve iterating with game designers and product managers
- Must be able to create accurate work estimates and forecasts