

Arete Gaming Pvt. Ltd. (A division of Arete Consultants Pvt Ltd)

Campus Recruitment – 2016 & 2015 Batch

(Strictly for Unplaced Students)

Date, Time & Venue	-	Will be uploaded on portal shortly
Eligibility	-	B.Tech (Any Branch) / M.Tech (Any Branch) / MCA / M.Sc. No cut off %
Package	-	Rs. 4,00,000 per annum (minimum)
Location	-	New Delhi
Process	-	Submit the Case Study Provided (within 48 Hours) Technical Round (Tele or Video call interview) Final interview (in person)

How to Apply?

Interested and Eligible students need to click on the link given below and apply latest by 11th Oct 2015 by 5:00 pm

https://docs.google.com/forms/d/19v3cRGZhODcEW-k3Vv3G-bzclq0kqspT_YmPDtp0SKw/viewform?c=0&w=1&usp=mail_form_link

Once Applied you cannot back out from the process or else your names will be blacklisted.

Profiles:

1. Mobile Game Programmer

Responsibilities:

- Developing high quality games
 - Developing all aspects of mobile game, gameplay, AI etc
 - Ads integration and optimization
 - Will be responsible for the project from programming point of view
- Required Skills:

Required Skills:

- Good hand with C# and OOPs concept
- Strong basics of programming

- Knowledge of Games Engines is a plus
- Experience of working on Android or iOS games is a plus
- App optimization, implementing ads using external SDKs
- Able to build a source code from scratch to final release build
- Self-learner and Self motivated
- Experience with third party plugins (eg: Flurry, Tapjoy, Game Centre etc.) will be helpful

2. Mobile Game Artist

Responsibilities:

- Understand and interpret the concept
- Creating concepts art
- Assets of games (background/character/animation/UI/icons)
- Meeting the set deadlines

Required Skills:

- Proficient in Photoshop
- Passion for games
- Team player to share his/her ideas with team
- Knowledge of 3D, Photoshop is a plus

3. Mobile Game Tester

Responsibilities:

- Find, research and report bugs
- Perform regression, functional, exploratory and stress testing for mobile games
- Create and Execute software test cases
- Assist team in maintaining test suites

Required Skills:

- Good with exploratory and creative testing.
- Excellent writing skills

- Strong user-level familiarity with mobile games
- Good understanding of software QA practices
- Familiarity with mobile F2P games
- Familiarity with Unity and other game engines is a plus

4. Mobile Games Marketing Expert

Responsibilities:

- Promoting games and our brand on Social Media
- Keep the brand value high on internet
- Engaging first hand with the Customers and providing solutions online
- Engaging with Gaming Authorities all around the world and promote our Brand

Required Skills:

- Passionate for games
- Excellent writing skills
- Awareness about Gaming Standards around the world
- Creative with marketing technique keeping Games in mind
- Flair of Uniqueness to promote Games

5. Mobile Game Researcher/Analyst

Responsibilities:

- Study the analytics of the game from tools
- Understanding and Predicting the graph flow
- Keeping Designers and Marketing team in loop with research study Required Skills

Required Skills

- Ability to look at large complex data sets and formulate meaningful conclusions
- Strong Excel skills

- Self-starter, able to work autonomously.
- Strong written and oral communication skills and ability to work with creative partners

6. Mobile Game Designer

Responsibilities:

- Conceptualize the game
- Document the game
- Create game mechanics, game loop, compulsion loop, meta game and GDDs

Required Skills

- Expressive
- Creative
- Clear thought process
- Good understandings of game mechanics and designs
- Passion for games
- Strong written and oral communication skills and ability to work with creative partners

All the Best

Prof. (Dr.) Ajay Rana

Director & Advisor