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Senior Software Engineer

We are the Xbox Compatibility team. Our mission is to bring the 360 game catalog to the Xbox One, and Xbox One catalog to Project Scorpio. We have a culture of collaboration and lean process with a straightforward and laid back style. We especially value transparency, competency and self-direction. We work in assembly as well as native and managed languages, in all layers of the platform. We eagerly work on some of the most difficult technical challenges in gaming, and love what we do.

Backward Compatibility is built on advanced emulation technology. We are looking for a highly motivated developer to build, debug, and optimize features related to CPU and OS emulation. This is often done in the context of diagnosing and fixing bugs in games. Intellectual horsepower is crucial for this role. Technically challenging projects with healthy and high-caliber teams don’t come along often - don’t miss this rewarding opportunity to contribute and learn like never before!

- Day-to-day responsibilities:
- Coding, debugging, optimizing
 - Learning really interesting technologies

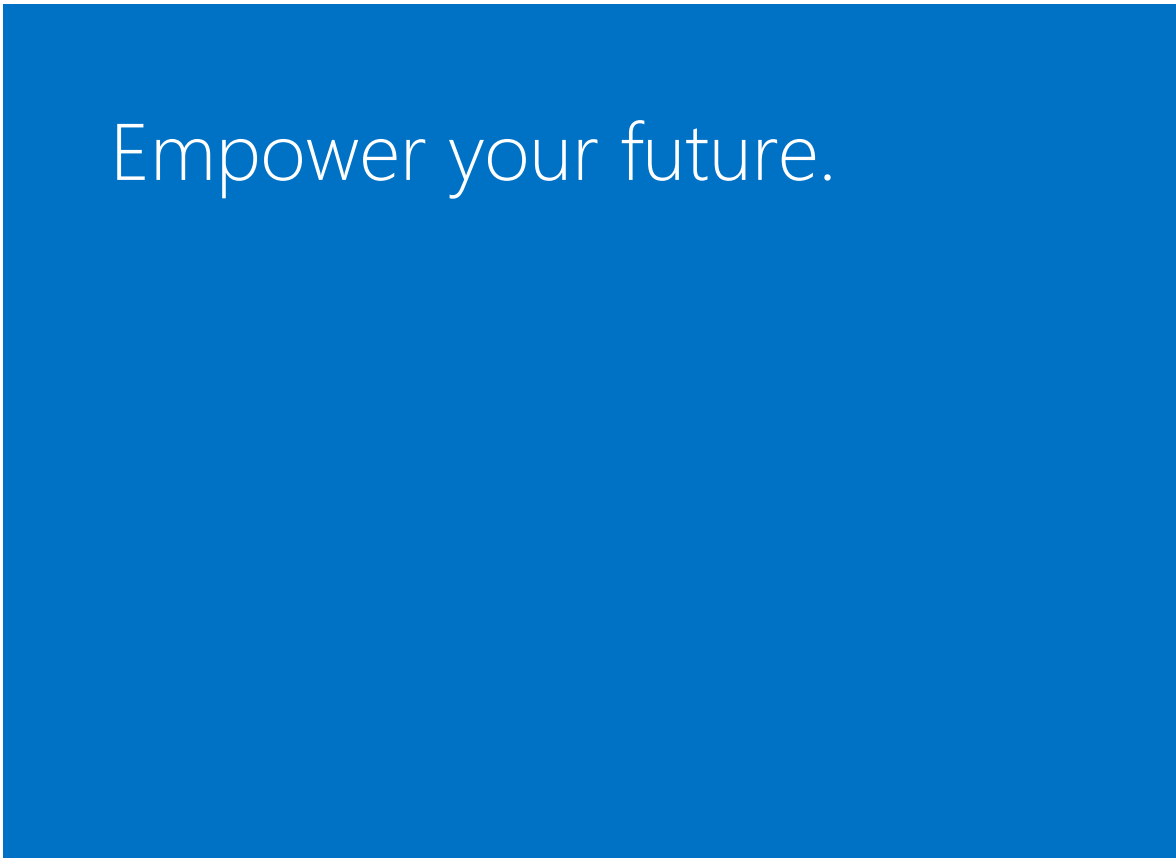
- Requirements:
- Passion for finely tuned, highly optimized code
 - Passion for low-level system development
 - Motivated to learn challenging technical domains
 - 5+ years professional coding in C++
 - BS degree or equivalent experience

- Highly valued:
- Experience with game hacking
 - Experience with reverse engineering
 - Experience with networking internals
 - Experience writing and/or debugging assembly code
 - Experience with CPU internals
 - Experience with compiler back-end optimizations
 - Experience with game development technologies
 - Experience with operating system internals
 - Passion for gaming

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Job #	984495
Locations	United States, Redmond (WA)
Job families	Development (engineering)
Products and technologies	Xbox
Teams	Windows and Devices Group

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