



The Company

Plato is a fast growing social games platform made by the creators of Yahoo! Games and backed by early investors of WhatsApp.

We currently have over 30 million users with 5 million playing every month, mostly through word of mouth. Users spend more than 1 billion minutes per month playing in our app.

We have offices in San Jose and in Austin. We also fully support remote-work across the globe.

The Product

Our app is a seamless combination of games + chat with tight integrated social tools such as groups, matchmaking, and ratings.

Starting a game on Plato is as easy as sending photos while chatting. All games are delivered automatically, so you don't have to download them separately from any App Stores.

Our Ethos

Our focus is on the purity of the gameplay and user experience. As such, we make only true multiplayer games with no pay-to-win gimmicks.

We love going against the grain and charting our own path to success. As an example, we're making a stand to reject the current advertising industrial complex:

<https://platoteam.medium.com/killing-ads-e0e12073a923>

About the Position

We are looking for an experienced, enthusiastic software engineer to join the games team at Plato. Develop new lightweight multiplayer games (think board & card games), and extend/improve existing games, working with a group of senior game developers. You'll be tasked with developing games from the ground up on our framework and libraries, including the engineering to build it, ensuring that it works correctly, and also making sure that it's a fun, delightful thing to play.

As an engineer on the games team, you'll be expected to work closely with senior engineering to get you started on projects, all the while becoming more independent and capable of

self-direction.

Be an advocate for your game: it's the most fun thing ever, after all! Demonstrate it to the company and how you're improving it.

Responsibilities

- Fully hands-on coding in a small, fast-paced startup environment.
- Develop games using a combination of platform/framework features and libraries.
- Contribute to the games platform itself: how can we build games faster?
- Be mindful of performance on the server: all games are multiplayer and have a server component.

Requirements

- We love enthusiasm!
- Have a strong interest in optimization: optimize for speed, optimize for size.
- Have a portfolio of your successes: be able to show past projects that you are proud to demonstrate and talk about in technical depth.
- Ability to create clean, precise coding in a language you are an expert in.
- Experience with Javascript and OpenGL/WebGL
- Strong interest or experience in TypeScript
- Ideally an MS (or higher) in a STEM field, or BS (or higher) in computer science/engineering.

Details

- Plato's technology is a Javascript environment for games that runs inside of a client container
- TypeScript is our primary language for game development.