



Senior Software Engineer - Generalist

About Project Crayon

Project Crayon works with studios and publishers all over the world to reinvigorate retro and classic games in new and exciting ways. We innovate history and port it onto next-gen home game consoles. We work with indie and homebrew game developers to help them realize their vision and get it in front of new audiences.

Apply now at careers@projectcrayon.dev

What You will Do

In this role, you will participate in software and tools development across a wide variety of disciplines, and with a particular focus on delivering software for game home console platforms. Collaborate with a team of emulation and simulation experts and archivists on scripting engines, networking stacks, user experience interfaces, and more, with the aim of creating new experiences for existing gaming libraries.

Role In Detail

- Define scripting APIs, interface scripting with gameplay engines and networking systems
- Implement low-latency peer and client-server model networking stacks
- Iterate on tools and debuggers to aid engineers and asset creators
- Reverse engineer classic game engines using a gambit of decompilers, disassemblers, and custom-built tools
- Collaborate with indie and homebrew developers to create dev-friendly scripting interfaces for their projects

Technical Expertise We're Looking For

- Proficiency in debugging complex, multi-threaded applications across various hardware configurations
- Strong understanding of computer architecture and low-level system design
- Proficiency with Git source control and CI/CD pipelines
- Experience with the Lua programming language
- Experience with smaller-market game frameworks or engines, such as GameMaker Studio, Godot, Haxe, etc.

More Stuff That's Nice To Have

- Hands-on experience with banked 2D tile engine rendering techniques
- Contributions to open-source emulator projects
- Knowledge of historically relevant assembly languages (6502, Z80, 68000)
- Familiarity with both Windows and Linux software development

This role is open to multiple locations worldwide.

This position is available for contract only. Both part-time and full-time applicants are encouraged. Project Crayon does **not** impose competition or solicitation restrictions on engaged employees or contractors.

Why Join Project Crayon?

- Work at the cutting edge of game preservation and emulation technology
- Collaborate with a passionate team dedicated to breathing new life into gaming classics
- Opportunity to contribute to the gaming industry's history while shaping its future
- Flexible work environment that values innovation and creative problem-solving
- No restrictions on competition or solicitation
- Full remote

If you're passionate about retro gaming, have a knack for solving complex technical challenges, and want to be at the forefront of game preservation technology, we want to hear from you!

Submit resume and cover letters to:

careers@projectcrayon.dev