



Job Description

Recruitment Position	Golang Server-Side Development Engineer	Employment Type	Full-time Employee
Job Description	<ol style="list-style-type: none">1. Independently design and develop functional modules based on requirements to ensure high efficiency and stability of the server.2. Actively coordinate and adjust within the development team, collaborating with team members to drive the project forward.3. Solve problems that require framework and technical optimization, ensuring the performance and reliability of the game server.4. Handle release tasks and maintenance to ensure the stable operation of the game.5. Conduct unit testing and code reviews for core modules to improve code quality and performance.		
Qualifications	<ol style="list-style-type: none">1. A bachelor's degree or higher, preferably in a computer-related field, or with a proven track record in ARPG/MMORPG mobile game success.2. At least 2 years of programming development experience in the game industry.3. Experience developing 3D ARPG/MMORPG servers for more than 1 year using C++ or Golang in a Linux environment.4. Expertise in technologies such as multithreading and multiprocessing.5. Proficiency in TCP/IP network programming.6. Proficient in using and optimizing MySQL and Redis databases.7. Strong understanding of commonly used data structures and algorithms.		
Contact Information	For details on salary, selection process, and other information, please contact us. (recruit@quantum-s.co.jp)		