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>	Job Details
	Sony Computer Entertainment America
	06301
	Developer Support Engineer
	IT/Software Development
	San Mateo, CA
	1/21/2015
	Full Time Employee

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Developer Support Engineer

Description

This engineer will assume the role of a Developer Support Engineer working to enable and assist with non-game application development by PlayStation® partners. This engineer is expected to work with the engineering teams in US R&D to provide top quality support for SCE licensed developers on all PlayStation® platforms, including triaging bug reports, escalating to appropriate groups within SCE and responding to partner issues. The engineer will also generate documentation and samples that will efficiently communicate the best technologies, algorithms, and processes to the PlayStation® development community.

Principle Duties / Responsibilities:

- Provide top quality support using the PlayStation® Developer Network website for private support tracker issues and public forums for existing and future PlayStation platforms, including investigating and responding to support requests in a timely manner.
- Identify and write any documentation, including sample code, required to provide licensed developers with the most current technical information for existing and future PlayStation platforms
- Collaborate with groups outside of SCEA US R&D including the Developer Services & Support team and other Sony groups on projects that will best benefit/assist licensed developers.
- Contribute to the expansion of PlayStation® non-game application software development kits and tools.

Qualifications

Required Knowledge / Skills:

- Bachelors of Science in Computer Science or equivalent degree.
- At least 2 years of experience as a software developer with a mixture of C, C++ or Objective-C programming and web technologies such as JavaScript or Flash/ActiveScript.
- Additionally, must have skills in one or more of the following areas:
 - Embedded software or game software user interface development.
 - Graphics programming with 2D or 3D APIs, including OpenGL.
 - Rich internet application development with HTML/CSS/JavaScript.
 - Be able to communicate technical ideas and issues clearly.
- Experience in participating in a formal to light weight development process (requirements, design, implementation, risk and issues tracking, bug triages, testing, release).
- Developed on a mobile, gaming or computing platform and has experience in using developer support resources on that platform.
- At least 4 years of experience in C, C++ or Objective-C programming or web technologies such as JavaScript or Flash/ActiveScript.
- Experience with PlayStation®3 development

About PlayStation

Sony Computer Entertainment America LLC (SCEA) is responsible for keeping PlayStation® growing and thriving in the United States, Canada and Latin America. Based in San Mateo, California, SCEA serves as headquarters for all North American operations and is a wholly owned subsidiary of Sony Corporation of America Inc.

We make advanced hardware that enables the most talented developers to produce vanguard titles and set new standards in interactive entertainment. Our goal is to make a family of products that completely changes the definition of home entertainment. It doesn't matter if you're a hard-core gamer whose thumb calluses can deflect machine gun fire or if you just love Blu-ray movies, PlayStation® entertainment products have something for you.

- Experience as a technical support engineer for gaming, application or computing platforms.

#LI-SY1
#CB-SY1
#MO-SY1

About Sony Computer Entertainment America LLC Sony Computer Entertainment America (SCEA) is home to the PlayStation(R) family of products, including the PlayStation(R)3 (PS3 TM), PlayStation(R) Vita (PS Vita), PlayStation(R) Mobile and PlayStation(R)Network. Founded in 1994, SCEA has grown into a leading global computer entertainment brand and continues to redefine interactive consumer entertainment. Since the original PlayStation(R) first revolutionized the world of gaming, SCEA has repeatedly set the benchmark for innovation in home and portable entertainment through amazing gameplay experiences that inspire people across the world. Based in Foster City, CA, SCEA serves as headquarters for all North American operations and employs over 2,104 people in offices located in Foster City, CA, San Diego, CA, Santa Monica, CA and Bend, OR.

It is SCEA's policy to provide equal employment opportunity for all applicants and employees. SCEA does not unlawfully discriminate on the basis of race, color, religion, gender, gender identity, marital status, age, disability, veteran status, sexual orientation, national origin, or any other category protected by applicable federal and state law. SCEA also makes reasonable accommodations for disabled applicants and employees.

