



## Video Game Developer

Compensation: \$24.00/hr

Duration: 4 months / 35 hrs per week

Location: hybrid

### Who we are

Movement: Metro Vancouver Transit Riders is a non-profit organization advocating for abundant, accessible and frequent transit for everyone, with a special focus on underserved communities and neighbourhoods in South Vancouver and Surrey.

To learn more about us, please visit our website: [movementyvr.ca](http://movementyvr.ca)

### The role

We are seeking a 'Video Game Developer' to help us design and build an educational game that illustrates how bus priority solutions (e.g. bus lanes, signal priority, queue jumps) can increase speed and reliability while alleviating traffic congestion. Your work will support our public outreach by making transit concepts understandable and fun through interactive play.

Key responsibilities include:

- Collaborate with the Movement team to conceptualize a game prototype
- Design and develop gameplay that balances real-world transit principles with engaging mechanics (e.g. visualizing speed and reliability improvements)
- Ensure the game is compatible with web and mobile platforms and incorporate accessibility features

### What we offer for this position

- Ability to work from home/remotely 2 days a week
- Opportunity to develop a unique public interest game in sustainable transportation
- The prospect of being part of a high-energy, adept and close-knit team
- Ongoing personal growth and professional development opportunities

### You are

- A creative game designer excited to use digital play for social good
- Passionate about sustainable transportation and public engagement
- Detail-focused but able to see the larger picture
- Committed to making technology accessible for all ages and abilities



### You have

- Current undergraduate enrollment at an ACE-WIL accredited, public BC post-secondary institution
- Canadian citizenship, PR or refugee status (legally allowed to work in Canada)
- Demonstrated experience in game development
- Portfolio examples (personal/student projects)
- Familiarity with or strong interest in UI/UX design and accessibility
- Strong communication skills

### Nice-to-haves

- Fluency in another language, in addition to English

### How to apply?

Please email your resume, cover letter and portfolio to [wpo@digibc.org](mailto:wpo@digibc.org). Thank you so much for your interest in working for Movement!

Please contact us if you require any accommodation or support during the recruitment process.

*We strongly encourage those who identify from groups who have been structurally excluded (Indigenous, Black and Racialized communities, 2SLGBTQIA+ communities, Disability communities, Non-Binary, Trans and Women Identified communities) to apply.*

*Movement organizes on the unceded, ancestral territories of many Indigenous peoples, including 10 local First Nations: qícəý (Katzie), q̓wɑ:ńłəń (Kwantlen), kwikwəłəm (Kwikwetlem), máthxwi (Matsqui), x̓wməθk̓wəy̓əm (Musqueam), qiqéyt (Qayqayt), se'mya'me (Semiahmoo), Sk̓wxwú7mesh Úxwumixw (Squamish), scəwəθən məsteyəx̓w (Tsawwassen) and səlilwətał (Tsleil-Waututh). Transportation infrastructure has been used to take land from Indigenous peoples, and the reserve system has been used to isolate Indigenous peoples. Movement will engage with humility and solidarity in discussions on how transportation can be used for reconciliation.*

*This position is part of DigiBC's **Work Placement Program***

*(<https://digibc.org/work-placement-program/>), which supports post-secondary students by providing experiential learning opportunities in animation, video, games, visual effects, and XR. As a part of this program, participating students will benefit from customized orientation workshops, e-learning resources, mentoring support, and the opportunity to start building their own professional network in the creative technology industry. **This position is open to students who are Canadian Citizens, Permanent Residents, or Protected Person as defined by the Immigration and Refugee Protection Act.***