

## ON CAMPUS DRIVE BY ARTH I-SOFT

(Only For MEFGI Students)

COMPANY CAMPUS DRIVE DETAIL	
Company Name	Arth I-Soft
Date	16 <sup>th</sup> September, 2016 (Friday)
Time	9:30 AM
Venue	Auditorium, PG Building, MEFGI.
JOB DESCRIPTION	
Technology	Game Developer (cocos2Dx)
Salary Package (CTC)	1.80 LPA (5000/- During 6 months training)
Work Location	Ahmedabad
Job Description	Check Page No 2.
Selection Process	<ul style="list-style-type: none"> <li>• Aptitude test</li> <li>• Technical Interview</li> <li>• HR Interview</li> </ul>
ELIGIBILITY PARAMETERS	
Education Qualification	<b>BE (CE/IT)-2017 Batch</b> <b>No such percentage cut off</b>
TO PARTICIPATE	
Registration Process	Interested and Eligible students need to register online on below given link by 11 AM of 15 <sup>th</sup> September, 2016. <a href="https://goo.gl/forms/lwKF1clRqWlrCMiJ3">https://goo.gl/forms/lwKF1clRqWlrCMiJ3</a>
Placement Cell Contact Person	<b>Mr. Arun Godyal</b> M: 7573012806

### ABOUT COMPANY

**Arth I-Soft** is a leading IT service and solution provider company we are based in India, dealing in mobile app development and website and web application development services based on different mobile operating system and using the latest tools and technologies. Company has vast experience and expertise in offshore mobile application development and has successfully developed mobile applications based on iPhone, iPad, Android, Windows, Black-Berry and other mobile operating systems. Company has also developed mobile applications for overseas clients in USA, UK, Canada, Germany, France and other countries around the world.

For more details, visit [www.arthisoft.com](http://www.arthisoft.com)

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## Position: Game Developer (Cocos2DX)

You will design and implement the object-oriented programming interfaces to create applications and create the game on the iPhone, iPod touch and iPad, Android Handset , Windows Handset, Windows 07 / 08 and MAC.

## Job Purpose:

The Cocos2dx and AIS framework provides a wide range of functionality and is used in every single mobile platform as well as desktop platform for games and applications. Your responsibilities will include developing Applications & Games, identifying areas for improvements, coming up with the designs and architecture, implementing and delivering a high quality product.

## Job Duties:

- Development with Objective-C/Java/C++ and iOS, Android, Windows XP/07/08/Vista and Windows Phone, MACINTOSH.
- Developing Consumer Applications and Games that is Currently Available in Marketplace
- Graphics/Multimedia/Sound/ Database/push Notification/Advertisement
- Working with Cocos2dx and AIS frameworks such as CCDirect.
- Working with third-party libraries and APIs & Ad Networks like Admob, Revmob, Chartboost.
- Work on bug fixing and improving application's and game's performance.
- Create device specific user interfaces and codes
- Programming with OPENGL, C++ & OOPS Concept, Basic JAVA, Terminal.
- Working with TexturePacker, Sprite Editor, Particle Editor, Physics Editor, TMX MAP, LevelHelper, Xcode, Visual Studio 2012 and Eclipse.
- To convert games in any given platform according to the needs of company and client. For Mobile & Desktop.
- Working with OpenGL (OpenGL: Application that will create the same effects in any operating system by using any OpenGL-adhering graphics adapter.)
- Working with python language to convert game from one platform to any given platform.
- Coding in java, objective C, C++

**Dr. Gaurav Gandhi**

**Sr. Manager: Placement Cell**