

**Job Description -
Software Games Designer & Engineer - DeStress/High Performance Technology**

You have already had a successful career and want to engage with a mission to make a difference in our stressed-out world. You care about transforming the lives of people, improving their health, emotional/cognitive skills and relationships through cool games that are easy and fun to use. Our patented biofeedback technology analyzing Heart Rate Variability (HRV) and coherence levels trains people through casual games to transform stress and take charge of their health, well-being and performance anytime, anywhere. Join our company and lower the stress levels for everybody by creating beneficial games for adults and children.

Additional benefits to you - casual dress, friendly culture, focused and creative high tech environment, beautiful mountain town with hiking, running and biking right outside the office. We have our own lunch caterers with gourmet, healthy food.

Quantum Intech, Inc. (QI) is an early-stage technology company on a mission to create a fundamental shift in human health, well-being and self-care through the electronics we use everyday www.quantumintech.com . It is a spin-off from the non-profit research and education organization Institute of HeartMath, founded in 1990 www.heartmath.org and HeartMath LLC www.heartmath.com We already have over 50,000 people stressing-less because our technology is on their computers, revealing their stress level and giving them real-time feedback. Plus it shows them how to de-stress and shift into higher performing states by learning to reboot their mental-emotional-physical *internal* operating system. We currently ship products running on personal computers and as stand alone devices called emWave. (www.emwave.com)

This is your opportunity to be innovative, flexible, self-directed and bring your software engineering skills to our dynamically growing organization. We are looking for a creative game designer and developer, who has a passion to invent, design and implement new software games that help people. Apply if you care and are a team player willing to share, discuss, and brainstorm ideas. Your job will be to develop enhancements to our existing games applications and create new games that are addictive due to their game interaction and design. These games will be deployed on personal computers, the web, and other portable platforms. Capable of both creating a graphic design and building the actual implementation including coding, you must be resourceful and able to overcome new challenges using insightful design and engineering skills coupled with innovative approaches. Responsibilities include specifying requirements and implementation based on user requirements and strategic business directions and management of the development cycle: Design, Architecture, Implementation, Debugging, and Documentation. Current implementations are based on Flash, ActionScript, and C++. Future implementations will be platform specific.

You have a versatile background with 3+ years experience developing commercial games using Flash, ActionScript, and other environments. Additional experience in developing multi user games or games on phone platforms are a plus. A graduate degree in design, computer science or related fields, or equivalent experience, is desirable. You have a demonstrated capability to develop one or more shipping game, and a demonstrated capability to develop and follow processes to manage software development from requirements to shipping. You are proficient in designing with computer based graphics tools including 3D modeling, Flash, and ActionScript or other scripting platforms. The following experiences would also be a plus: console games development including Game Boy Advanced experience; cell phone platform programming experience; and a firm understanding of networked technologies for multi user games.

Your initial engagement will be on a contract basis. If everyone is happy, your relationship will convert to a permanent employment. Initially, you'll work from our Boulder Creek, California office. As we grow, we'll be expanding our sales and engineering teams to offices in Los Gatos or Campbell. In this executive level role, you will have significant influence over the direction of the company and its success. Commensurate with that impact is potential for a meaningful equity stake. Send resume in the body of email (no attachments, please) to resumes@heartmath.com.

Related keywords: biofeedback, HRV, heartbeat, stress reduction, software development, game development, graphics design, Flash, ActionScript