



Role Description

This is a volunteer position for Cubed! Events Limited.

Title: Developer

Department: Development

Unit: Services

Responds to: Development Lead

Summary

As a developer at Cubed! you will work within the development team to implement and improve features within the Cubed! Codebase, including Minecraft server plugins and backend applications.

Responsibilities

- Contribute to Cubed!'s wide range of Minecraft plugins and backend applications
- Troubleshoot and investigate reports from the QA team and wider Community
- Work with experience teams to communicate feasibility and implementation of features
- Work within the strategic goals set out by Management
- Work alongside the QA team to develop quality assurance processes, including testing and bug tracking.
- Help to contribute to and maintain technical documentation

Desired Skills and Traits

- Proven experience developing modern PaperMC plugins for Minecraft.
- Strong understanding of database systems such as MariaDB and MongoDB.
- Experience implementing and maintaining gRPC services.
- Experience working with web technologies, preferably React is a bonus.
- Excellent attention to detail.
- Creative and solution focused mindset.
- Strong written and verbal communication skills.
- Collaborative approach with the ability to work effectively within a team.
- Strong analytical and problem solving skills.
- Motivated to deliver a high quality experience for the Cubed! community.
- Previous attendance or involvement with Cubed! is desirable.

To apply, please email volunteer@cubedcon.com with the 'Role Title' as the Subject. Include; why you want the position, applicable skills and previous applicable projects or experience.

Cubed! The biggest free-to-play convention held inside Minecraft that aims to raise money for Special Effect. The event is organised and produced entirely by a dedicated team of volunteers, each contributing their time and effort to create an exceptional experience.