



Focus on your players, not the platform. Now iPhone, Android, HTML5, and Facebook users can all compete and collaborate with each other, the way it should be.

With the Game Closure SDK you create games in JavaScript that run on many devices—web browsers, mobile phones, and tablets. We write cross-compilers, custom browsers, ARM7 assembly, GPU shaders, Node.js & Clojure back-ends, JavaScript game APIs, and whatever else it takes to solve the problems of mobile game development.

We are hiring smart people in many areas!

- Game Engine, Game Dev
- Mobile, HTML5, and Node.js
- Server Engineer, Analytics
- Web Developers, UI, and UX Designers
- Game Artists and Product Managers

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