

Job Detail

Staff Level

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| Position Title | [Industry inexperienced people welcome] Production support infrastructure engineer |
| Recruiter Company | iHOLON Co.,Ltd |
| Company Name | Company name is private |
| Activated / Updated | 2024-04-19 / 2024-05-08 |
| Job Type | IT (Hardware/Network) - Network Engineer |
| Industry | |
| Location | Asia Japan Tokyo |
| Job Description | <p>You will be in charge of network infrastructure development related to game production and introduction of various support tools used by game creators. While communicating with the production department and the business department, we solidify the contents of the response, configuration design (tool selection, equipment selection, etc.), construction of tools and services in the cloud or on-premises environment, introduction and deployment in the company, and operation management. correspondence.</p> <p>In addition to building and operating network infrastructure, in order to create a more advanced game production environment together with game creators, you can be involved in building an advanced production environment that handles large-capacity assets unique to game development at high speed.</p> <p>★Persons who have experience in introducing systems for business improvement for client companies (regardless of industry) in the Sier industry, and those who currently belong to their own information system department and are involved in promoting DX are welcome. I will</p> <p>【in particular....】</p> <p>■ Preparation of next-generation production environment</p> <p>We promote the introduction of development environments and cloud services used for game production in cooperation with game creators. We will evaluate and select advanced tools and services, build an environment, and be deeply involved with the game production site.</p> <ul style="list-style-type: none">• Requirement hearing with production staff• Selection and POC of business/production support tools such as VDI, CASB, and CICD• Creation of operation policy, demonstration verification of operation constraint setting• Support for system introduction, initial environment preparation <p>■ Office network environment maintenance/operation</p> <p>It is a task to maintain and operate the network environment within the office and between bases.</p> <p>Starting in 2020, Konami Creative Center Ginza, which was newly established as a game development base, will manage and improve the office network environment.</p> <ul style="list-style-type: none">• Creation of operation policy, demonstration verification of operation constraint setting• Proposal and implementation of automated operation procedures• Proposal and implementation of cloud computing for operational equipment• Contact support, infrastructure resource / authority management operation (wide operation and maintenance) <p>■ Log investigation + action when an alert occurs</p> <p>It is a task to monitor alerts and respond to failures regarding common function servers.</p> <ul style="list-style-type: none">• Examination of application logs, inconsistency impact investigation• Investigate the cause of the service stop alert and restart the OS, etc.• Tracking of user behavior history such as unauthorized access "The purpose is to strengthen the production support organization in order to create an advanced production environment with game creators for next-generation game development (5G, cloud games, new device support, etc.) It will be a job offer. |
| | For more than 50 years since its establishment, it is a game publisher company that values its commitment to manufacturing as a manufacturer. |

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| Company Info | <p>From the early days of the game market in Japan to the present, we continue to create content across a wide range of genres such as sports, action, RPG, romance simulation, and music games, while grasping the needs of the times. In addition, we provide content regardless of domestic and overseas with multi-device.</p> <p>In recent years, it has also focused on e-sports by leveraging the strengths of its own IP. In addition to planning and managing esports events in-house, we are working to revitalize domestic esports and develop human resources involved in esports through collaboration with various organizations.</p> <p>Main products/services: 1. Home video games Production and sales of game software for home video game consoles, portable game consoles, and PCs</p> <p>2. Mobile games Production and distribution of games for mobile phones and smartphones</p> <p>3. Card game Production and sales of card games and trading cards using anime and comic characters</p> <p>4. Music/Video Production and sales of music CDs and video DVDs linked to game content</p> |
| Working Hours | 09:00-17:45 |
| Qualifications | <p>Those who fall under any of the following</p> <ul style="list-style-type: none"> • Load balancer, FW design, configuration, operation experience (regardless of appliance or non-appliance) • Experience building an infrastructure environment using VMWare or Docker containers • Experience building network infrastructure including using cloud services of AWS, GCP, or Azure <ul style="list-style-type: none"> • More than 3 years of system construction and operation experience on UNIX (Linux) • More than 3 years of system construction and operation experience on Windows Server • Construction and operation of Perforce (HelixCore) • DB server construction and operation experience • Experience in operation construction, development, and design in Azure, Apache, Tomcat, MySQL, PostgreSQL, PHP, VMware, AWS, etc. |
| Japanese Level | Business Level(JLPT Level 2 or N2) |
| Salary | JPY - Japanese Yen JPY 4000K - JPY 8000K |
| Salary Description | <p>Monthly salary bonus system, salary increase once a year, bonus twice a year, other production incentives</p> <p>*Working hours may vary depending on the assigned team.</p> <p>Child care support Internal Recruitment and Awards Various club activities In-house study group/training Commuting allowance: Up to 50,000 yen/month Equipped with social insurance and various types of insurance defined contribution pension Property accumulation savings employee shareholding association All workplaces are completely non-smoking indoors (no smoking room)</p> |
| Holiday Description | <p>2 days off per week (Saturday and Sunday) holiday Summer/New Year holidays annual paid leave Childcare/nursing care leave * 126 days off per year / Estimated for FY2022</p> |
| Job Contract Period | full-time employee |