# Creative Assembly – Trainee build engineer **- HYENAS (FPS)**

## Company

Hyena FPS - <https://www.playhyenas.com/en-gb/>

We are a craft-led studio with 36 years’ experience. We make deep and detailed games and give our team the creative freedom to achieve their potential.

<https://www.creative-assembly.com/blog/total-war-pharaoh-announced>

**TOTAL WAR: PHARAOH**

The old Pharaoh is dead and Egypt is calling out for a new leader. In the newest entry in the Total War franchise, uncover a breathtakingly vibrant recreation of ancient Egypt during its last golden age and experience the dramatic events that threaten its destruction.

**TOTAL WAR: WARHAMMER III**

The cataclysmic conclusion to the Total War: WARHAMMER trilogy is coming. Rally your forces and step into the Realm of Chaos, a dimension of mind-bending horror where the very fate of the world will be decided.

**A TOTAL WAR SAGA: TROY, A TOTAL WAR SAGA: TROY, TOTAL WAR: THREE KINGDOMS**

**HALO WARS 2, TOTAL WAR: WARHAMMER, ALIEN: ISOLATION**

## Job

Position at Creative Assembly

Creative Assembly is looking for a Trainee Build Engineer to join our FPS team to work on HYENAS, our exciting new shooter. This role will be based at our headquarters in Horsham, in the heart of West Sussex.

This permanent position is an ideal opportunity to start a career in games development in an environment that invests in your career progression and join an exciting, thriving industry and at a world class studio.

As part of the Build team, you will be responsible for developing backend infrastructure for the build pipeline and maintaining the continuous integration and testing systems.

Flexible working at Creative Assembly includes hybrid, fully remote for eligible roles, and in-studio. We recognise that there is no one-size-fits-all approach and empower our teams to define the working patterns which work best for them, which may mean different things for different teams and roles and at different times.

This role is Hybrid and has an expectation of 2-3 days per week in our Horsham studio. This role cannot offer fully remote working. Further details can be discussed during the recruitment process.

**Key Responsibilities**

As a Trainee Build Engineer on the Hyenas Team, you will be a crucial member of the team, enabling the development team to work as efficiently as possible to deliver solid tools to facilitate rapid and stable build.

On a dayto-day basis, you will carry out varying tasks such as:

* Monitoring and debugging build issues
* Creating extensions to Unreal Engine code (C++)
* Writing scripts to support CI and all related systems (C#, Python, batch files), dashboard UIs (C#/web development)
* Working with store APIs (e.g. Steamworks) to manage builds.

As you become more accomplished in your area of development, your mentor will lead you to becoming involved in the planning process and you will have the opportunity to add useful ideas to the work and make a real difference for our team.

**Essential**

**Knowledge, Skill and Experience**

* A solid technical foundation - e.g. Computing / Software Engineering degree or equivalent work experience
* Strong C++ and C# skills
* Strong collaborative and interpersonal abilities
* Good problem-solving skills.

**Desirable**

* Experience using UE4
* Web development.

# Feral Interactive

## Company

* 2023
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## Job

C/C++ Cross Platform Game Programmer position at Feral Interactive

Feral Interactive is looking for talented graduates with a bias towards low-level technical programming to join our outstanding team targeting desktop, mobile and console game projects.

We specialise in bringing AAA games to new platforms and audiences by integrating them perfectly into the target operating systems: our releases cover a range of genres and present a variety of programming challenges. While prior professional experience is not required, you will need to be comfortable working in C/C++ and using pointers and memory allocation. You can expect some extremely challenging problems to solve, both individually and as part of a team.

Our ideal candidate will relish the opportunities offered to improve their programming skills and make significant contributions to the games we release. We are particularly interested in people who can show they have the potential to develop and the desire to advance.

This is a great opportunity to make a difference from your first day and to be involved with shipping great games on a regular basis, working with talented co-workers and industry-leading partners in a stimulating and friendly collegiate atmosphere.

Feel free to include a link to your portfolio or GitHub in your application; we are always happy to look at code samples.

If you are approaching graduation, you may apply at any point during your final year: the start date is flexible, so you can line up a graduate position before you become too busy with finals!

This is a permanent, full time position at our studio in Wandsworth, southwest London.

**Required Skills and Experience**

* Strong C/C++ skills
* A good degree in a technical discipline or similar, demonstrable experience

**Desired Skills and Experience**

* Experience developing for macOS, iOS, Windows, Linux, Android or Switch
* Experience using the UNIX command line
* Experience of one or more of Metal, Vulkan, OpenGL or DirectX
* Knowledge of Objective-C or Swift
* Knowledge of Perl, Bash, Python or Lua
* Prior games development experience utilising low-level programming
* An interest in computer games
* A determination to do your best work all of the time

# Rockstar

## Company

Rockstar Games is an American video game publisher that was founded in December 1998 as a subsidiary of Take-Two Interactive. The company is known for developing and publishing popular game franchises such as Grand Theft Auto and Red Dead Redemption [2]. Rockstar Games has multiple in-house development teams responsible for different franchises and game titles. The primary development team, Rockstar North, consists of approximately 360 developers and is based in Edinburgh, Scotland [9].

In addition to Rockstar North, there are several other studios worldwide under the Rockstar Games umbrella.

1. Company Overview: Rockstar North is based in Edinburgh, Scotland, and is known for its expertise in open-world game design and immersive storytelling. The studio has a rich history of creating groundbreaking games that push the boundaries of interactive entertainment. They strive to deliver exceptional gaming experiences and are committed to fostering creativity and innovation.
2. Game Franchises: Rockstar North is most famous for its work on the Grand Theft Auto (GTA) series, which has become a cultural phenomenon. They have developed several critically acclaimed installments in the franchise, including Grand Theft Auto III, Grand Theft Auto V, and the recently released Grand Theft Auto VI. Additionally, Rockstar North played a significant role in the development of Red Dead Redemption and Red Dead Redemption 2, open-world Western-themed games that have garnered widespread praise.
3. Development Philosophy: Rockstar North emphasizes attention to detail, immersive world-building, and narrative excellence in their games. They are known for their dedication to creating expansive, living worlds with realistic characters, engaging gameplay mechanics, and captivating storylines. As an AI/Gameplay Programmer, you'll be expected to contribute to these aspects of game development.
4. Core Technologies: Rockstar North employs a range of technologies to bring their games to life. This includes advanced AI systems, animation techniques, physics engines, and multiplayer functionalities. Familiarize yourself with the technologies commonly used in the industry and those specific to Rockstar North's games to demonstrate your technical knowledge during the interview.
5. Company Culture: Rockstar North promotes a collaborative and inclusive work environment, where creativity and teamwork are highly valued. They encourage employees to push boundaries, take ownership of their work, and contribute to the overall vision of the projects. Showcasing your ability to work well in a team and your passion for game development will be crucial during the interview process.
6. Research Recent Projects: It's essential to familiarize yourself with Rockstar North's recent projects, including their latest releases and any upcoming titles. Stay up to date with industry news, press releases, and interviews to gain insights into the studio's current and future directions. This knowledge will help you engage in meaningful discussions during the interview and demonstrate your genuine interest in their work.
7. Prepare Technical and Behavioral Questions: Expect the interview to cover both technical and behavioral aspects. Be prepared to discuss your programming skills, problem-solving abilities, experience with AI systems, and your understanding of game development pipelines. Additionally, anticipate questions about your previous projects, your ability to work under deadlines, and how you handle challenges within a team.
8. Showcase Your Passion and Knowledge: During the interview, highlight your passion for gaming, your understanding of Rockstar North's game development philosophy, and your enthusiasm for creating immersive experiences. Emphasize how your technical skills align with the requirements of the AI/Gameplay Programmer role and how you can contribute to the success of the team and the studio.

## Job

At Rockstar Games, we create world-class entertainment experiences.

A career at Rockstar Games is about being part of a team working on some of the most creatively rewarding and ambitious projects to be found in any entertainment medium. You would be welcomed to a dedicated and inclusive environment where you can learn, and collaborate with some of the most talented people in the industry.

Rockstar Games is on the lookout for talented AI/Gameplay Programmer's who are passionate about gameplay and character mechanics. These are full-time permanent positions based out of Rockstar’s unique game development studio's in Edinburgh or Leeds, and we are open to consider applicants with Associate, Mid or Senior level experience.

WHAT WE DO

We create believable characters using both AI and animation techniques.

We create believable worlds that players can get immersed in.

We develop systems, such as navigation, population and weapons.

We work as a global AI/Gameplay team across multiple studios as well as working closely with animators and designers.

We follow an iterative process where we tune and polish features.

RESPONSIBILITIES

Complete tasks to specification defined by your Lead Programmer.

Work together with designers and animators to deliver features on schedule.

A keen eye for qualitative issues is essential.

QUALIFICATIONS

A degree in computer science or equivalent.

Commercial games programming experience.

Experience working with animations and animation trees.

SKILLS

Solid C++ programming skills.

Strong math skills, knowledge of vectors, matrices and linear algebra.

Excellent problem-solving ability.

Great team communication skills.

Passion for playing and creating cutting edge video game experiences.

PLUSES

Please note that these are desirable skills and are not required to apply for the position.

Experience developing player character mechanics in a third person game.

In-depth familiarity of Rockstar products is a massive plus.

HOW TO APPLY

Please apply with a CV and cover letter demonstrating how you meet the skills above. If we would like to move forward with your application, a Rockstar recruiter will reach out to you to explain next steps and guide you through the process.

Rockstar is proud to be an equal opportunity employer, and we are committed to hiring, promoting, and compensating employees based on their qualifications and demonstrated ability to perform job responsibilities.

If you’ve got the right skills for the job, we want to hear from you. We encourage applications from all suitable candidates regardless of age, disability, gender identity, sexual orientation, religion, belief, or race.