# 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**

**Creative Assembly is a renowned British video game development studio known for creating critically acclaimed and commercially successful strategy games. If you are interested in working at Creative Assembly, here's everything you need to know:**

1. **Company Overview: Creative Assembly was founded in 1987 and is based in Horsham, West Sussex, United Kingdom. It is a subsidiary of SEGA Europe Limited. The studio is primarily focused on developing strategy games and is best known for its Total War series, which combines turn-based strategy and real-time tactical gameplay.**
2. **Game Portfolio: As mentioned earlier, Creative Assembly is most famous for its Total War series, which spans numerous historical periods and settings. Some of the notable titles in the series include Rome: Total War, Medieval II: Total War, Total War: Shogun 2, Total War: Warhammer, and Total War: Three Kingdoms. They have also worked on other games like Alien: Isolation, which is a survival horror game based on the Alien franchise.**
3. **Culture and Values: Creative Assembly is known for its passionate and talented team of developers who are dedicated to creating high-quality games. They value creativity, innovation, and a commitment to excellence in their work. Collaboration and teamwork are essential aspects of the company's culture.**
4. **Career Opportunities: Creative Assembly offers various career opportunities in game development, including positions in game design, programming, art and animation, audio, quality assurance, production, and more. They regularly have openings for both experienced professionals and entry-level candidates.**
5. **Work Environment: The studio provides a supportive and inclusive work environment, fostering a culture of learning and professional growth. Employees at Creative Assembly have the opportunity to work on exciting and challenging projects and collaborate with talented individuals from diverse backgrounds.**
6. **Job Application Process: To apply for a job at Creative Assembly, you can visit their official website or check out reputable job portals. The application process typically involves submitting your resume, portfolio (if applicable), and a cover letter expressing your interest in the position. If shortlisted, you may be invited for interviews and potentially a skills assessment.**
7. **Location: Creative Assembly's main studio is located in Horsham, West Sussex, UK. If you are applying for a position at the studio, it's essential to consider the location and any potential relocation requirements.**
8. **Employee Benefits: While specific benefits may vary based on the position and location, working at Creative Assembly may come with perks such as competitive salaries, opportunities for career advancement, training and development programs, health and wellness benefits, and the chance to work on high-profile game projects.**
9. **Community Involvement: Creative Assembly actively engages with its gaming community, interacting with players through forums, social media, and events. This connection with the community allows developers to understand player feedback and preferences, contributing to the improvement of their games.**

**Before applying, it's crucial to research the specific role you are interested in and tailor your application accordingly. Highlight your skills, passion for gaming, and relevant experience to stand out as a potential candidate.**

**Remember, the gaming industry is competitive, so building a strong portfolio or showcasing your prior work on personal projects can also enhance your chances of getting noticed by Creative Assembly or any other game development studio you are interested in. Good luck!**

As someone who wants to work at Creative Assembly, here's everything you need to know about the company, its work culture, job opportunities, and how to apply:

1. **Company Overview**: Creative Assembly is a leading video game development studio based in Horsham, West Sussex, United Kingdom. It was founded in 1987 and is well-known for creating critically acclaimed and commercially successful strategy games, with its flagship franchise being the Total War series.
2. **Game Portfolio**: Creative Assembly is primarily focused on developing strategy games. Their most notable and successful series is the Total War franchise, which combines turn-based strategy and real-time tactical gameplay in historical and fantastical settings. The studio has also developed other games, including Alien: Isolation, a survival horror game set in the Alien universe.
3. **Work Culture and Values**: Creative Assembly values creativity, innovation, and a commitment to excellence in game development. The company fosters a collaborative and inclusive work environment, where team members are encouraged to share ideas and contribute to the creative process. The studio emphasizes a passion for gaming and a dedication to crafting immersive and engaging experiences.
4. **Job Opportunities**: Creative Assembly offers a wide range of career opportunities in the game development industry. They regularly have openings for various roles, such as game designers, programmers, artists, animators, audio engineers, quality assurance testers, producers, and more. Positions are available for both experienced professionals and entry-level candidates.
5. **Skill Requirements**: The specific skill requirements for each job position may vary, but a strong passion for gaming and relevant expertise in your field are essential. For technical roles, proficiency in programming languages and experience with game engines may be required. Artists and animators should have a solid portfolio showcasing their work.
6. **Location**: Creative Assembly's main studio is located in Horsham, West Sussex, UK. If you are interested in working at the studio, consider the location and any potential relocation requirements.
7. **Employee Benefits**: While the exact benefits package may vary based on the role and location, Creative Assembly typically offers competitive salaries, opportunities for career advancement, training and development programs, health and wellness benefits, and the chance to work on exciting and high-profile game projects.
8. **Community Engagement**: Creative Assembly actively engages with its gaming community. Developers interact with players through forums, social media, and events, which provides valuable feedback and insights for improving their games.
9. **Application Process**: To apply for a job at Creative Assembly, visit their official website or reputable job portals. Submit your updated resume, cover letter expressing your interest, and any other required materials such as a portfolio. If shortlisted, you may be invited for interviews, which could include technical assessments or tests.
10. **Career Growth**: Working at Creative Assembly provides opportunities for career growth and professional development. The studio encourages employees to enhance their skills and take on new challenges within the company.

Before applying, thoroughly research the specific role you are interested in and tailor your application to showcase how your skills and experience align with the company's requirements. Highlight your passion for gaming and demonstrate your ability to contribute to the development of immersive and engaging game experiences.

The gaming industry is competitive, so building a strong portfolio or showcasing personal projects related to game development can also help you stand out as a candidate. Best of luck in pursuing a career at Creative Assembly!

### "Hyenas" is an upcoming first-person shooter

(FPS) game developed by Creative Assembly. Here's everything we know about the game based on the provided information:

1. Setting and Story: "Hyenas" is set in a dystopian future where billionaires have colonized Mars, leaving Earth in ruins. Humanity now resides in a drifting slum, and players take on the role of unique heroes competing in five crews for loot in Plunderships.
2. Gameplay: The game features fast-paced combat with zero-gravity zones, making for unique and dynamic gameplay. Players must compete against other crews to steal valuable merchandise from the Plunderships, which are manned by hired thugs and drones.
3. Release Date and Platforms: "Hyenas" is expected to be released in 2023 on various platforms, including PlayStation 5, PlayStation 4, Xbox Series X, Xbox One, and PC.
4. Gameplay Mechanics: The game focuses on strategic decision-making and tactical gameplay. Players must gather loot, fight AI enemies and other teams, and successfully extract to earn in-game currency called "Yeenacoin" for cosmetics and characters.
5. Alpha Tests: The game has undergone closed alpha testing, where playtesters provided feedback on various aspects of the game, including gunplay, characters' design, and zero-gravity combat.
6. Visuals and Design: "Hyenas" boasts impressive graphics, combining elements of realism with a vibrant and candy-colored world. The game also features nostalgic objects from Earth's past, adding a fun twist to the overall gameplay experience.
7. Multiplayer and Competitive Elements: The game focuses on multiplayer, with teams of three players competing against each other in strategic battles to secure loot and escape safely. The game's objective is to foster emergent, tactical moments in a squad-based battle royale style.
8. Games-as-a-Service Model: "Hyenas" is expected to adopt a games-as-a-service model, offering cosmetic upgrades without pay-to-win mechanics, ensuring a player-first approach to gameplay.
9. Development and Studio: Creative Assembly, known for its successful "Total War" series, is the developer behind "Hyenas." The game marks Creative Assembly's first original property in over a decade and showcases the studio's versatility in exploring different genres.

Please note that some details about the game may continue to be revealed as development progresses, and it is advisable to keep an eye on official announcements and updates from Creative Assembly and SEGA for the latest information about "Hyenas."

## 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.

### As a Build Engineer

in a game development company, your role is crucial in ensuring the smooth and efficient building, testing, and deployment of the game's code and assets. Here's everything you need to know about being a Build Engineer in the context of a game development company:

1. **Role Overview**: The Build Engineer, also known as a Build and Release Engineer or Build Automation Engineer, is responsible for managing the build process of the game. This includes compiling source code, integrating assets, and creating executable builds that are used for testing, debugging, and distribution.
2. **Build Process Management**: You will be responsible for designing, implementing, and maintaining the build process. This involves setting up build automation systems, version control integration, and build pipelines to ensure that the game's code and assets are efficiently compiled and packaged.
3. **Continuous Integration (CI)**: Many game development companies utilize CI practices, where code changes are automatically integrated into the main build whenever developers push their changes to version control. As a Build Engineer, you will play a key role in setting up and managing CI systems to streamline the development process.
   1. Continuous Integration (CI) is a software development practice where developers frequently integrate their code changes into a shared code repository. Each time they do this, an automated process builds and tests the code to check for any errors or conflicts. The goal of CI is to catch and fix issues early, ensuring that the software remains stable and functional as it evolves.
4. **Build Tools and Automation**: You will work with various build tools and scripting languages (e.g., CMake, Python, PowerShell, etc.) to automate the build process. This automation helps reduce manual errors and ensures consistent builds across different platforms and configurations.
5. **Platform Support**: Game development involves targeting multiple platforms, such as PC, consoles, and mobile devices. As a Build Engineer, you will ensure that the game can be built and run smoothly on all supported platforms.
6. **Version Control**: Proficiency in version control systems (e.g., Git, Perforce) is essential for a Build Engineer. You will manage the source code repository and handle branching, merging, and resolving conflicts.
7. **Testing and Deployment**: You will work closely with the Quality Assurance (QA) team to ensure that build versions are thoroughly tested before deployment. You will also be responsible for deploying builds to internal and external stakeholders.
8. **Troubleshooting and Support**: As a Build Engineer, you will troubleshoot build issues and provide support to developers when they encounter problems with the build system or automated processes.
9. **Build Optimization**: Optimizing the build process for speed and efficiency is another critical aspect of your role. This may involve parallelizing build tasks, optimizing asset pipelines, and reducing build times.
10. **Communication and Collaboration**: Effective communication and collaboration with developers, QA testers, and other team members are vital to understanding their needs and providing efficient build solutions.
11. **Software Security**: In some cases, Build Engineers are responsible for ensuring that the builds are secure and free from potential vulnerabilities.
12. **Continuous Learning**: Game development technologies and tools evolve rapidly, so as a Build Engineer, you need to stay up-to-date with the latest industry trends and best practices.

Overall, being a Build Engineer in a game development company requires technical expertise, problem-solving skills, and the ability to work collaboratively in a fast-paced and dynamic environment. Your contributions will have a significant impact on the development process, helping to deliver high-quality games to players around the world.

1. **uild Debugging**: Troubleshooting build failures, resolving compilation errors, and investigating issues related to the build environment.
2. **Release Management**: Coordinating the release process, ensuring that the game is packaged correctly for distribution, and working with other teams (e.g., Quality Assurance, Marketing) to deliver game builds to various platforms and storefronts.
3. **Dependency Management**: Managing third-party libraries and dependencies used in the game's development, ensuring they are up-to-date and properly integrated into the build process.
4. **Infrastructure Management**: Overseeing the build infrastructure, which may include build servers, build agents, and cloud-based services used for building and distributing game builds.
5. **Documentation**: Creating and maintaining documentation related to the build process, version control practices, and any custom tools used in the build pipeline.
6. **Continuous Improvement**: Staying updated with the latest build automation tools and practices to continuously improve the efficiency and reliability of the build process.

A skilled Build Engineer can significantly improve the productivity and collaboration within a game development team by streamlining the build and deployment process. They ensure that developers can focus on their core tasks, while the build automation takes care of the repetitive and time-consuming steps involved in compiling and packaging the game.

In the context of software development, including game development, the term "build"

refers to the process of compiling source code, assets, and other resources into a working and executable version of the software application. The build process takes the human-readable source code and converts it into machine-readable code that a computer can execute.

A build typically involves several steps, including:

1. **Compiling**: The process of translating human-readable source code, written in programming languages like C++, C#, or Java, into machine code or intermediate code. This step checks the syntax and semantics of the code and generates binary files.
2. **Linking**: The process of combining compiled code, libraries, and other resources to create an executable file or a library that can be used by other parts of the application. During linking, unresolved symbols in the code are connected to the appropriate functions and variables.
3. **Packaging**: Once the code is compiled and linked, it needs to be organized and bundled together with assets, such as textures, sounds, and data files, into a distributable format. For games, this could mean packaging the game files into formats suitable for various platforms, such as PC, consoles, or mobile devices.

The build process is an essential part of the development workflow, and it is typically automated to ensure efficiency and consistency. Developers use build tools and build automation systems to manage the build process and create new builds whenever changes are made to the source code.

In game development, different types of builds may be created:

1. **Development Build**: This type of build is used during the active development phase. It may have additional debugging features and logging to aid developers in identifying and fixing issues.
2. **Testing Build**: Also known as a QA (Quality Assurance) build, this version is used for testing and finding bugs and errors before the game is released to the public.
3. **Release Build**: This is the final version of the game that is ready for distribution to players. Release builds are optimized for performance and may have debugging features disabled.

Each build is a snapshot of the game at a specific point in time, capturing the latest changes made by the development team. The build process is a crucial part of the software development lifecycle and ensures that the game is stable, functional, and ready for the intended platform or distribution.

Becoming a proficient build engineer involves a combination of

### technical skills, knowledge

of software development practices, and experience in managing build processes. Here are some steps and skills to consider to become a successful build engineer:

1. **Education and Foundation**: Start by obtaining a strong educational foundation in computer science, software engineering, or a related field. A degree or formal education in these areas will provide you with the fundamental knowledge of programming languages, data structures, algorithms, and software development methodologies.
2. **Programming Languages**: Build engineers should be familiar with programming languages commonly used in the software industry, such as Python, Java, C++, or C#. Understanding these languages will help you write and maintain build scripts effectively.
3. **Version Control Systems**: Gain expertise in version control systems like Git, Mercurial, or SVN. These tools are essential for managing source code repositories, tracking changes, and coordinating collaboration among developers.
4. **Build Automation Tools**: Learn about build automation tools like Jenkins, TeamCity, or Travis CI. These tools streamline the build process, automate repetitive tasks, and facilitate continuous integration and continuous delivery (CI/CD) practices.
5. **Scripting Languages**: Build engineers often use scripting languages like Shell scripting or PowerShell to automate various tasks in the build process. Learning scripting will enable you to create custom build scripts and automate routine tasks efficiently.
6. **Build Systems**: Understand build systems like CMake, Gradle, or Make. These systems define the rules for building software, including compiling, linking, and packaging.
7. **Continuous Integration and Deployment (CI/CD)**: Familiarize yourself with CI/CD practices and workflows. CI/CD ensures that code changes are automatically built, tested, and deployed to production environments, reducing manual errors and improving software quality.
8. **Debugging and Troubleshooting**: Develop strong debugging and troubleshooting skills to identify and resolve build-related issues quickly.
9. **Versioning and Dependency Management**: Learn how to manage software versions and dependencies efficiently. Proper versioning and dependency management are critical for maintaining a stable and reliable build process.
10. **Collaboration and Communication**: Build engineers often work closely with developers, testers, and other team members. Excellent collaboration and communication skills are essential to understand the project requirements, discuss issues, and coordinate tasks effectively.
11. **Best Practices and Continuous Learning**: Stay updated with the latest trends, best practices, and tools related to build engineering. Join relevant communities, attend conferences, and participate in online courses to enhance your knowledge and skills continually.
12. **Real-World Experience**: Gain hands-on experience by working on real projects or contributing to open-source projects. Practical experience will reinforce your theoretical knowledge and help you overcome real-world challenges.

# Feral Interactive

## Company

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1. **Career Opportunities**: Feral Interactive offers various career opportunities for individuals interested in the gaming industry. They have positions available for game developers, quality assurance technicians, build engineers, graphic designers, and more[[2](https://www.feralinteractive.com/en/about/careers/game_dev_placement/)][[4](https://www.feralinteractive.com/en/about/careers/qa_technician_placement/)][5](https://www.feralinteractive.com/en/about/careers/c_game_dev/)[[6](https://www.feralinteractive.com/en/about/careers/junior_graphic_designer/)]. They provide both permanent positions and year-long industrial placements for current university students.
2. **Game Developer Placement**: Feral Interactive offers a 12-month industrial placement program for current full-time university students studying Computer Science or a related degree. During the placement, students get hands-on experience with real game code and cross-platform game development[[2](https://www.feralinteractive.com/en/about/careers/game_dev_placement/)].
3. **QA Technician Placement**: Feral Interactive also offers a 12-month industrial placement for current university students studying computer games-related degrees. This placement allows students to join their Functional QA team, where they tackle quality control challenges, perform validation, run performance tests, and write bug reports[[4](https://www.feralinteractive.com/en/about/careers/qa_technician_placement/)].
4. **C/C++ Cross Platform Game Programmer**: Feral Interactive is looking for talented graduates with expertise in low-level technical programming using C/C++. They specialize in bringing AAA games to new platforms, and graduates joining their team can expect challenging problem-solving opportunities and a chance to significantly contribute to game releases[[5](https://www.feralinteractive.com/en/about/careers/c_game_dev/)].
5. **Junior Graphic Designer**: Feral Interactive seeks a skilled graphic designer with strong typography skills to join their in-house team. The role involves adapting and creating marketing materials for various platforms and languages, as well as designing assets for mobile games. Candidates with an interest in gaming and a willingness to learn and grow are valued[[6](https://www.feralinteractive.com/en/about/careers/junior_graphic_designer/)].
6. **Interview Process**: The interview process at Feral Interactive typically includes general technical questions related to programming languages like C and C++, pointers, classes, APIs, games, vectors, and algorithms. One specific question asked in an interview was about how to rotate a vector[[7](https://www.glassdoor.co.uk/Interview/Feral-Interactive-Interview-Questions-E736623.htm)].

It's important to note that some of the provided URLs contain garbled or unreadable text, which cannot be summarized. To get more detailed and accurate information about the specific job roles, application process, and other aspects of working at Feral Interactive, I recommend visiting their official careers page on their website[[1](https://www.feralinteractive.com/en/about/careers/)].

## 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.