Senior Gameplay Programmer

Main Responsibilities

* Work in conjunction with designers to design and implement solutions for engaging and innovative gameplay
* Implement and maintain thoughtful, strategic path finding and path following algorithms as well as formation and grouping of algorithms
* Communicate with designers, artists and other engineers to ensure AI satisfies production needs and quality standards
* Ensure the technical quality through tuning and bug fixing
* Write robust, maintainable code
* Maintain code performance through profiling and optimization

Extra Experience Preferred:

* C# and Unity
* 1+ years game development experience