

## Programming at Naughty Dog



## GAMEPLAY PROGRAMMER (GAME TEAM)

### Summary:

The Gameplay Programmer role is a creative position that will allow you to work closely across disciplines and collaborate with some of the best developers in the world.

### Responsibilities:

- Work closely with the Design and Art teams to bring ideas and new gameplay features into the game
- Programming content like player movement, animation, AI, weapons, user interface, and scripting
- Additional responsibilities may be assigned as needed

### Requirements & Skills:

- Bachelor's Degree in Computer Science or equivalent work experience
- Strong math skills with emphasis on 3D math
- Strong knowledge of C and C++ programming languages
- Possesses the ability and drive to contribute and advance all aspects of a game

### Pluses:

- Console programming experience
- Passion for playing and developing exceptional games

As part of the Naughty Dog application process, candidates should expect to be given a technical interview.

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### Tweets by @NaughtyDogJobs

Naughty Dog Jobs Retweeted



**Neil Druckmann**

@Neil\_Druckmann

Killer shoot this week, including one of the most complicated and heart wrenching scene we've ever worked on. Time for some vacation! Happy holidays... more to come next year. 📷  
: @Grosstastic



Dec 21, 2018



**Naughty Dog Jobs**

@NaughtyDogJobs

That's a wrap for 2018! We wish you all a safe and happy holiday season. See you in the new year! 🐾



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## CURRENT OPENINGS

### ANIMATION

[Interactive Cinematic Animator](#) [Temporary Assignment](#)

[Technical Animator](#)

### IT / DEVOPS

[Associate IT Help Desk Generalist](#)  
[Temporary Assignment](#)

### LIGHTING & VISUAL EFFECTS

[Cinematic Lighting Artist](#) [Temporary Assignment](#)

[Level Lighting Artist](#) [Temporary Assignment](#)

### ART

[Character Artist](#) [Temporary Assignment](#)

[Character TD / Rigger](#)

[Character TD / Rigger](#) [Temporary Assignment](#)

[Environment Artist](#) [Temporary Assignment](#)

[Environment Texture Artist](#) [Temporary Assignment](#)

[Graphic Designer](#) [Temporary Assignment](#)

[Outsourcing Production Artist](#) [Temporary Assignment](#)

[Technical Artist](#)

### PROGRAMMING

[Gameplay Programmer](#) [Game Team](#)

### COMMUNICATIONS

[Graphic Designer](#)

### GAME DESIGN

[Game Designer](#) [Gameplay Scripter - Temporary Assignment](#)

[Level / Environment Designer](#) [Single Play](#)

[Level / Environment Designer](#) [Single Play - Temporary Assignment](#)

[Narrative Designer / Writer](#) [Temporary Assignment](#)

[Scripting / Systems Designer](#)

[Scripting / Systems Designer](#) [Temporary Assignment](#)

[Visual Effects Department](#) [Temporary Assignment](#)[General Application](#)[Graphics Programmer](#) [Game Team](#)[Graphics Programmer](#) [ICE Team](#)[Multiplayer Gameplay Programmer](#) [Game Team](#)[Multiplayer Server Programmer](#) [Game Team](#)[Tools Programmer](#) [ICE Team](#)[German Localization Quality Assurance Development Support](#) [Temporary Assignment](#)[Korean Localization Quality Assurance Development Support](#) [Temporary Assignment](#)[Polish Localization Quality Assurance / Development Support](#) [Temporary Assignment](#)[Quality Assurance Tester / Developer Support](#) [Temporary Assignment](#)[Traditional Chinese Localization Quality Assurance / Development Support](#) [Temporary Assignment](#)

## JOB OPPORTUNITIES

If you think you have what it takes to join our talented Kennel, please review our current openings.

If you don't see your desired position listed—don't fret! Just apply under the General Application tab and send us your resume, along with a link to your portfolio or demo reel (if applicable). Please do not send us any unsolicited game ideas, scripts, treatments, code, or other creative works. Sorry, Naughty Dog does not offer any internships or student work-study opportunities at this time.

**Note to Recruiters and Placement Agencies:** We do not accept unsolicited agency resumes. Please do not forward unsolicited agency resumes to our website or to any of our employees. We will not pay fees to any third party agency, outside recruiter or firm without a mutually agreed-upon contract and will not be responsible for any agency fees associated with unsolicited resumes. Unsolicited resumes received will be considered our property and will be processed accordingly.

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## THE RECRUITING PROCESS

We feel it is important to let you know how the recruiting process works here at Naughty Dog. Here is what you can expect from us:

1. Upon submission, you will receive an automated message stating your resume has been received and will be reviewed thoroughly by our recruiting team.
2. Due to the high volume of applications received, it is not possible to respond directly to each candidate.
3. If you are selected, you will be contacted for an initial phone screen or test.
4. The next step is a second phone or Skype interview, or an invite to come out and meet us at the studio.
5. In the event that we choose not to move forward at any point in the recruiting process, we will let you know.
6. If your qualifications do not match the criteria of a current position, your resume will be kept on file for future consideration.

Thank you for your interest in Naughty Dog.



**NAUGHTY DOG, LLC.**

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