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Arkane® Studios - with offices in Lyon, France and Austin, Texas - was founded in 1999 and has earned an enviable reputation for creating distinctive games with detailed, immersive worlds. The award-winning development team is known for the innovative first-person action series, Dishonored®, which includes the 2012 'Game of the Year' and the critically-acclaimed follow-up, Dishonored 2®. Following its release in November 2016, Dishonored 2 earned over 100 'Best of 2016 Awards' including 'Best Action-Adventure Game' at The Game Awards 2016. Arkane Studios released Prey®, the highly-anticipated first-person sci-fi action game, on May 5,

2017.

Gameplay Engineer

Division: Arkane Studios - Texas | Department: Programming | Location: Austin , TX, US

Arkane Studios is looking for a **Gameplay Engineer** to join our team in developing our next title. The successful candidate will have solid knowledge in the design, implementation, optimization and support of gameplay systems and be a self-motivated, energetic team player with a healthy work ethic and cooperative attitude.

Responsibilities

- Work with the Lead Gameplay Engineer, producers, designers and artists to design and plan gameplay and online features from conception to completion.
- Prototype, build and maintain gameplay systems and features
- · Identify and implement platform specific optimizations to gameplay systems
- Work on other game systems and features as required

Requirements

- Bachelor's degree in Computer Science or equivalent
- 3+ years game industry programming experience
- Substantial work on at least one shipped AAA game title
- Excellent knowledge of C++
- · Solid architecture and software design ability
- Writes clear, maintainable, portable code
- Experience with animation systems is a plus
- Experience with multithreaded and real-time systems a plus
- Expertise with network and online features a plus
- Excellent oral and written communication skills
- Excellent analytical and mathematical skills
- Strong interpersonal skills and problem-solving ability
- Accurately estimates schedules and delivers high quality work products to that schedule
- Must be a self-motivated and energetic team player with a very strong work ethic and cooperative attitude

How to Apply

To apply for this position you will be redirected to the job submission form at Taleo.com, our third-party applicant tracking system. While Taleo.com is not hosted by ZeniMax Media and does not fall under our Privacy Policy, only employees of our Human Resources department will be able to view your submitted information. Information collected via the job submission form is subject to Taleo.com's privacy policy.

Apply to Position: Gameplay Engineer

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